



Stakes Pt.6 "Take Her Back"

1034-217



Date 04/15/15

Final Board

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 04/15/15
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Jesse Moynihan &
Ako Castuera

Animation Studio
SAEROM

APR 28 2015

ADVENTURE TIME



Page 01
~~day~~ **NEXT** ~~night~~

Pnl.

Bg.

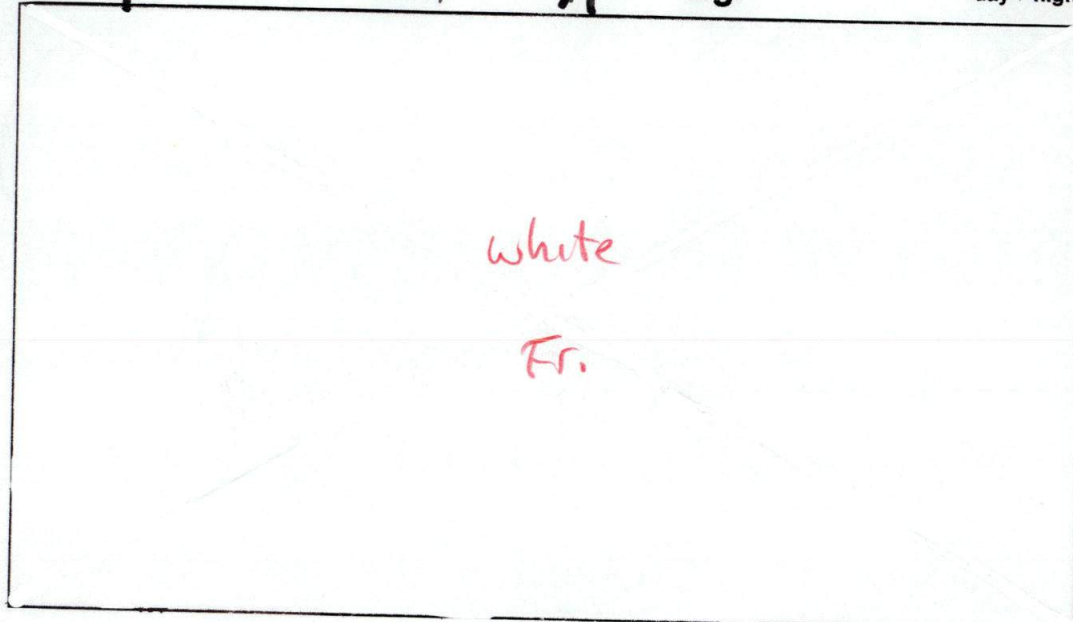
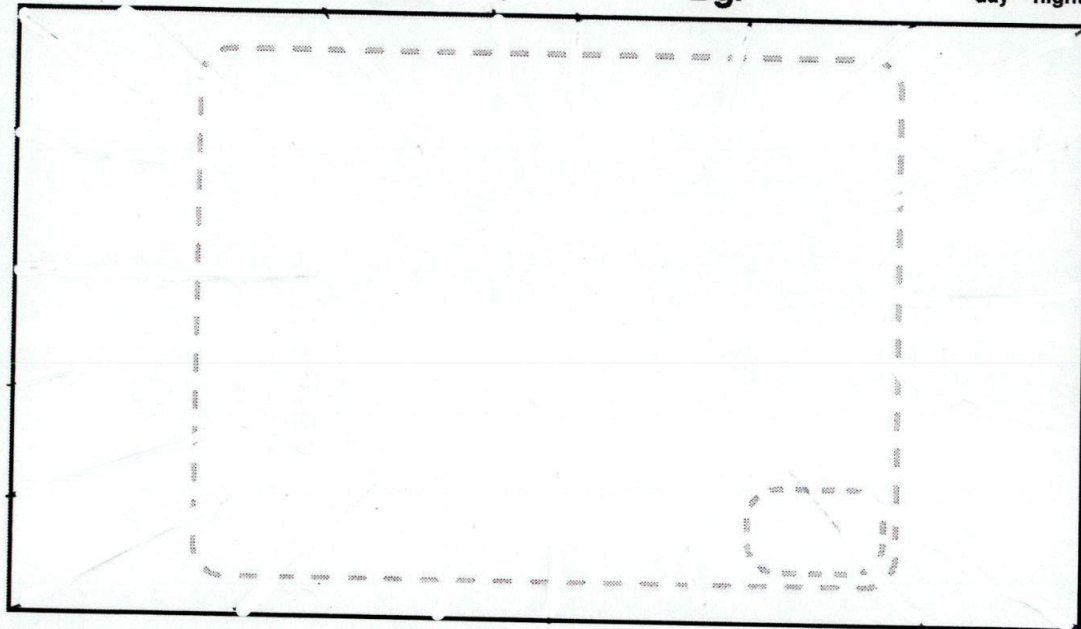
day night

Sc. 1

Pnl.

A

Bg.



Dialog:

Action:

Timing:

Start
 >

FADE IN
 From white

APR 28 2015

Production:

EPISODE #

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ADVENTURE TIME

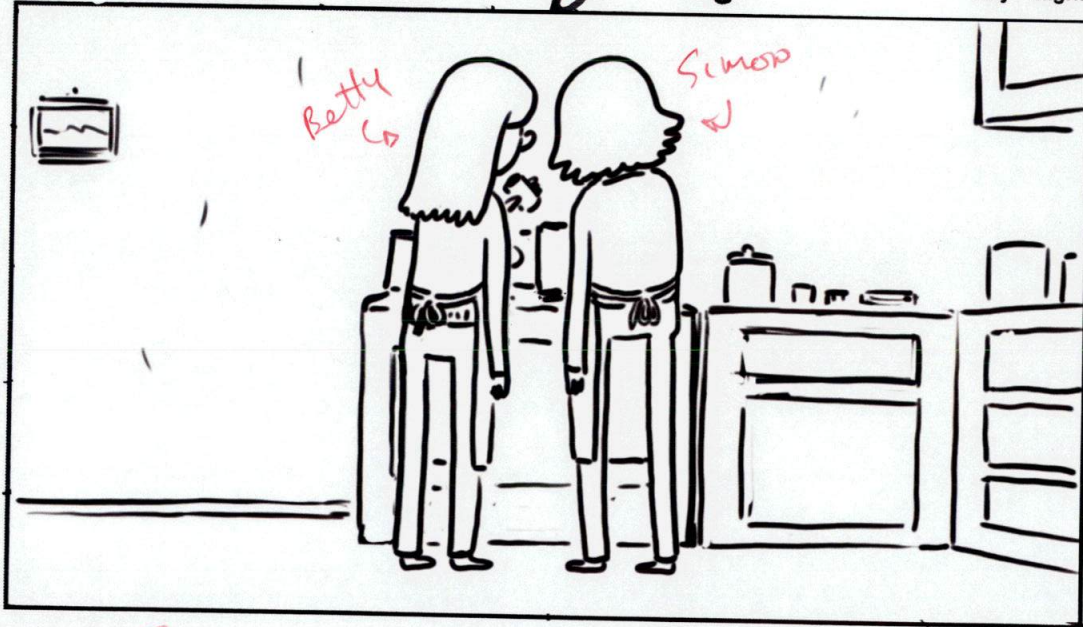


Sc. 1 CONT

Pnl. B

Bg.

day night



Sc. 2

Pnl. A

Bg.

Page 1A
2 NEXT
day night



Dialog:

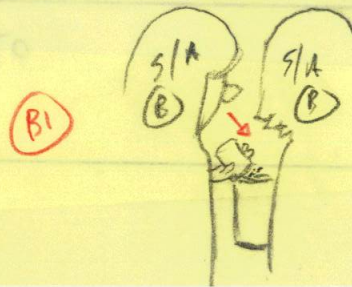
Cont
FADE
IN

(VO) (music) (Marceline a capella)
MARCELINE: Time

MARC (VO) Sweet TIME

Action:

- FADE FROM WHITE
DREAM SEQUENCE



- Simon stirs Soup
- Betty shakes spice

Timing:



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Production:

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ADVENTURE TIME

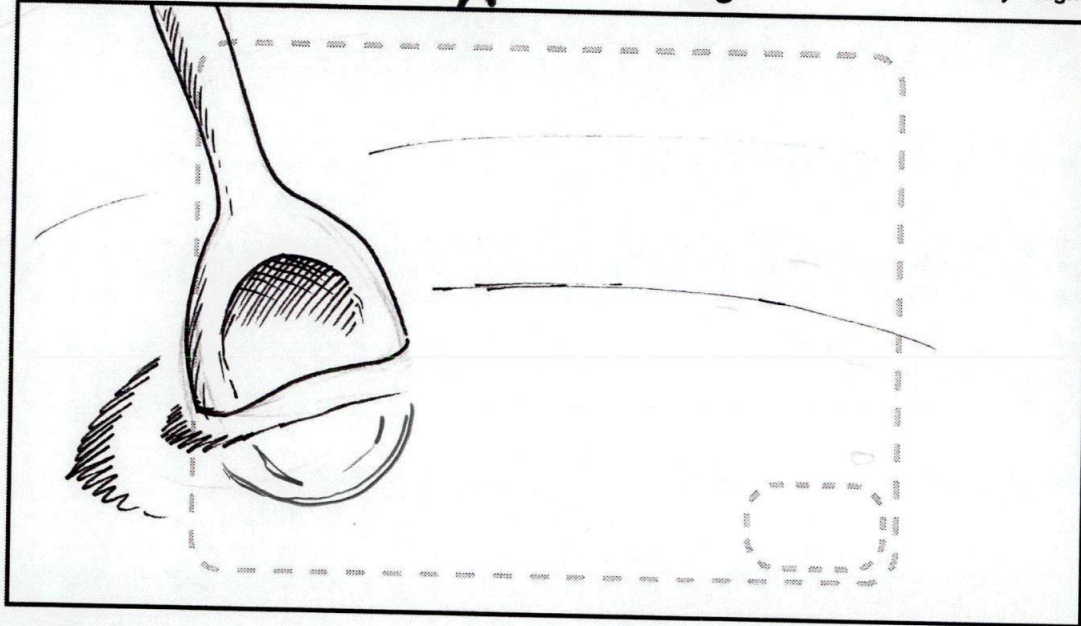


Sc. **3**

Pnl. **A**

Bg.

day night



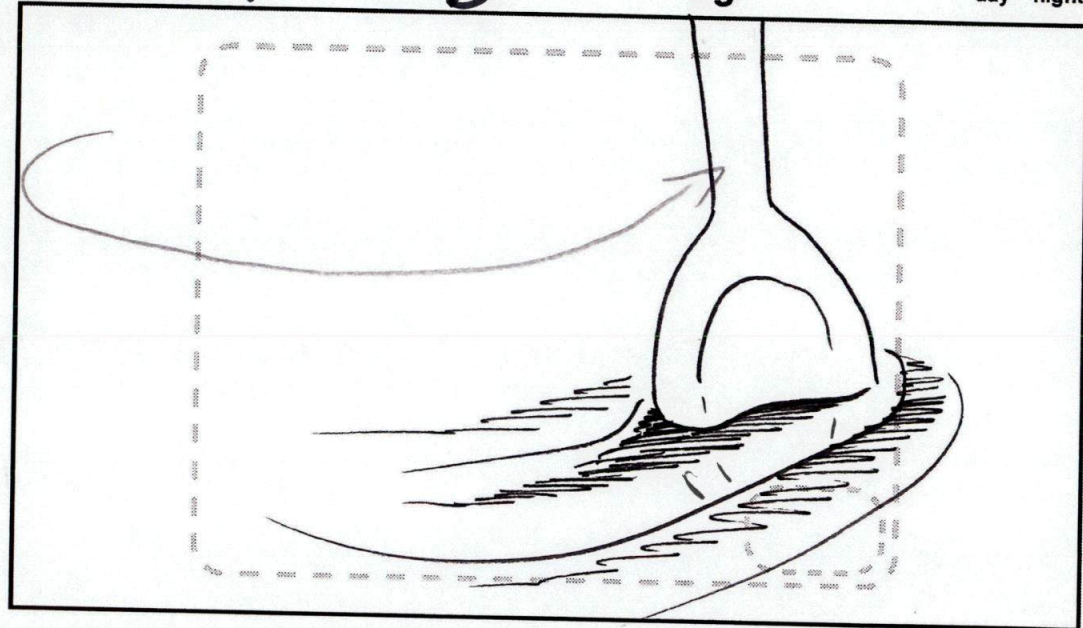
Sc. **3** CONT

Pnl. **B**

Bg.

Page **2**

day night



Dialog:

M: (music) ^(J) Marceline w/ harmony sung by Marceline
 ♪ Don't slip away ♪

Action:

- Spoon in soup, stirring

Timing:

APR 28 2015

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Production:

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ADVENTURE TIME



Sc. **B CONT**

Pnl. E

Bg.

day night

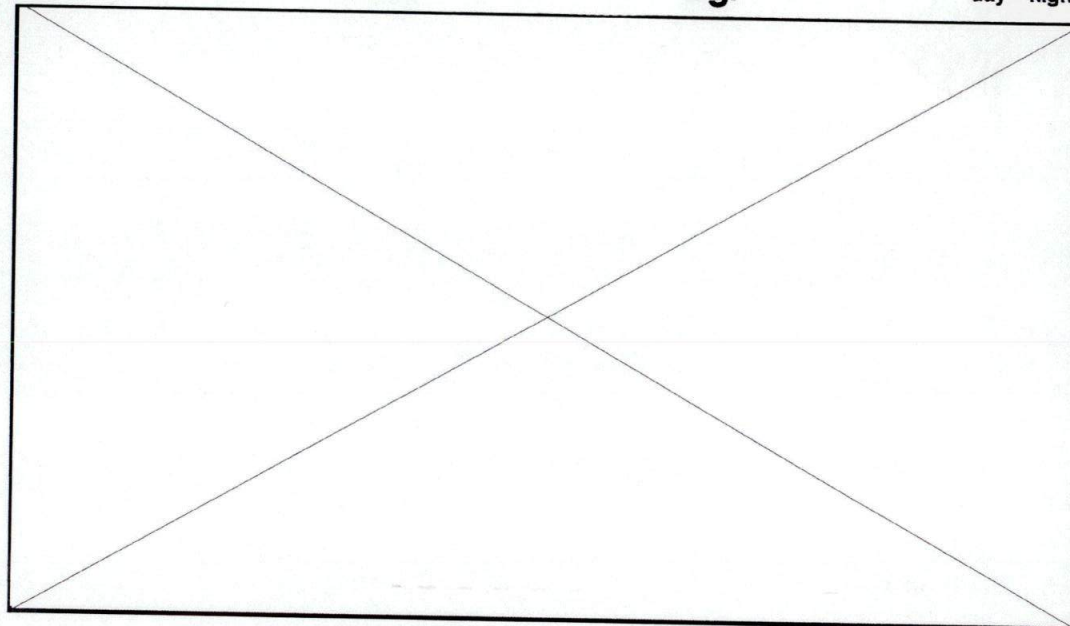
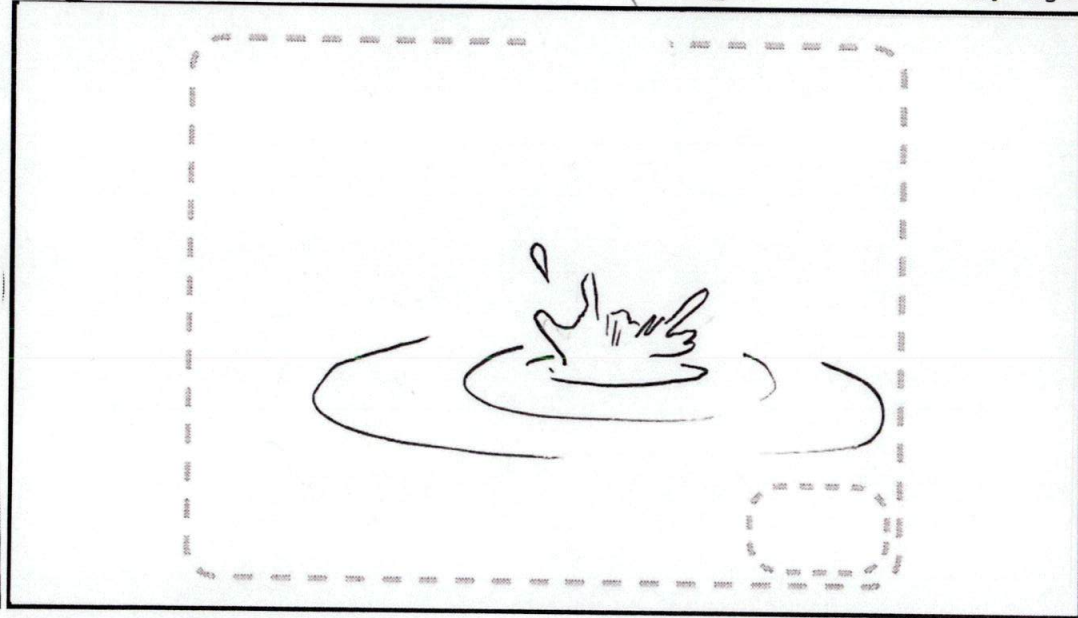
Sc.

Pn'

Bg.

Page

3A
4 NEXT
day night



Dialog:

sfx: (plip!)

Action:

Timing:

APR 2.8 2015

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Production:

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1034/217

ADVENTURE TIME

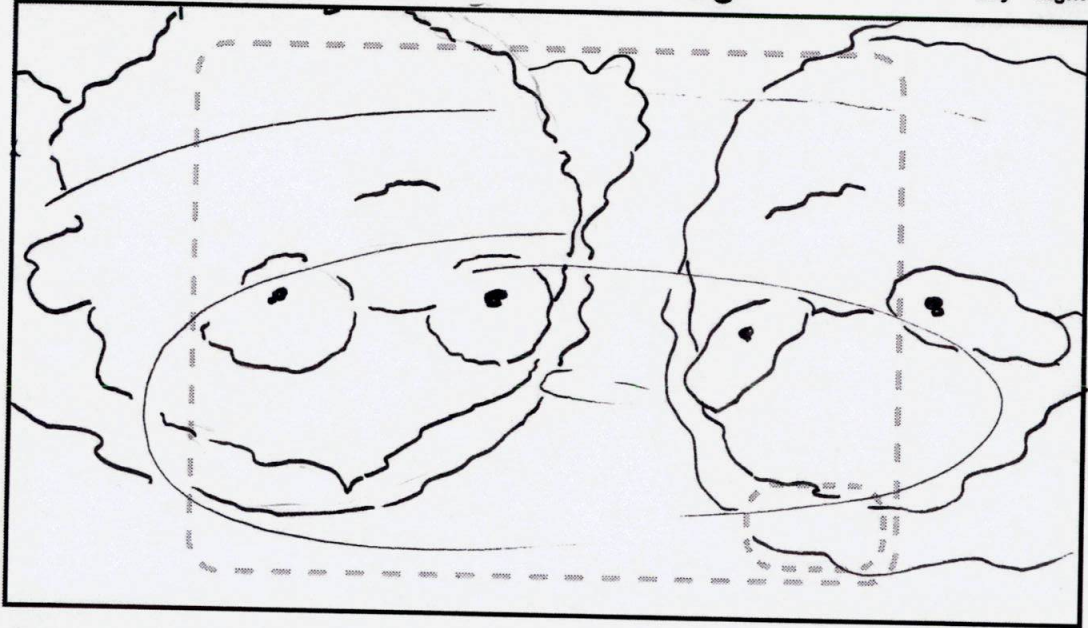


Sc. **3 CONT**

Pnl. F

Bg.

day night

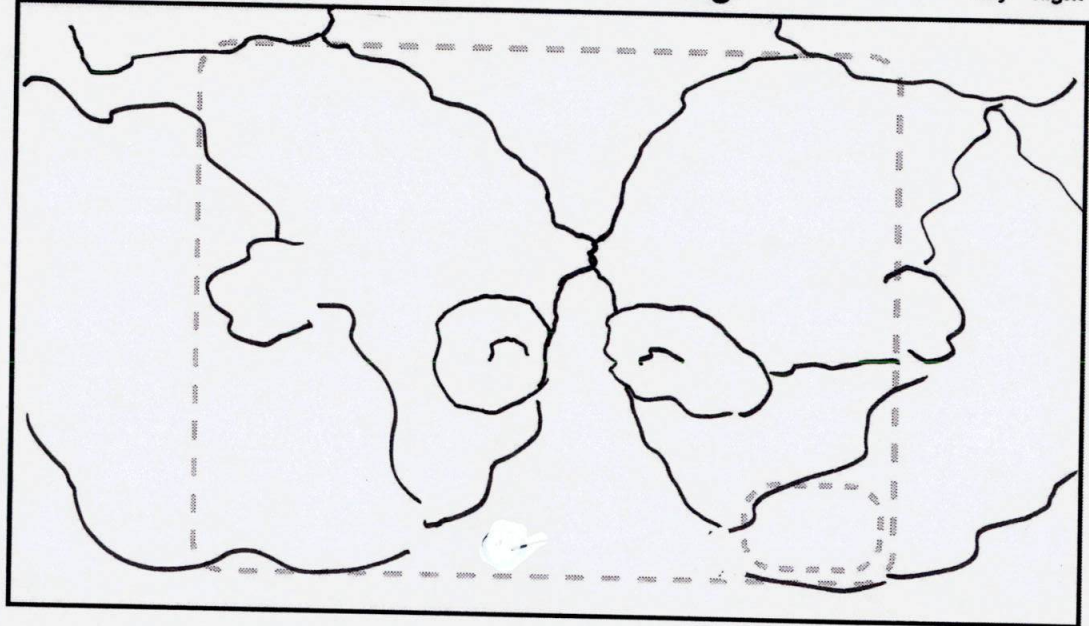


Sc. **3 CONT**

Pnl. G

Bg.

day night



Page **4**

Dialog:

(instrumental can come in here)
 M: (Song) (vo) Love, it --

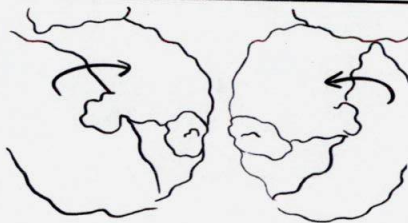
Action:

- Simon & Betty reflected upside-down in soup. they kiss.

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Timing:

(F1)



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ADVENTURE TIME

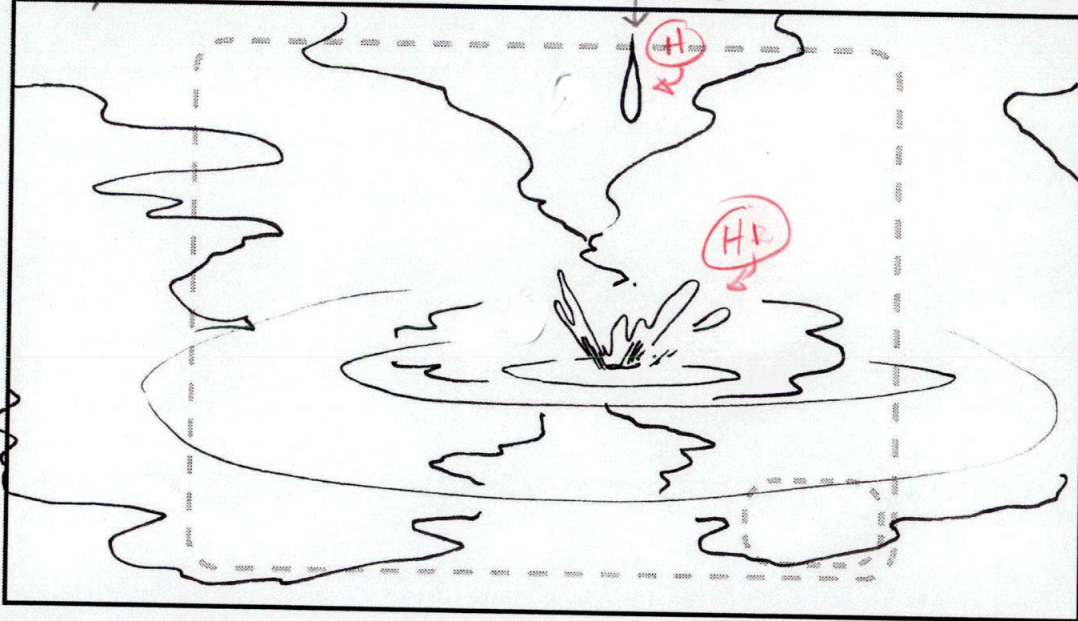


Sc. **3 CONT**

Pnl. H

Bg.

day night

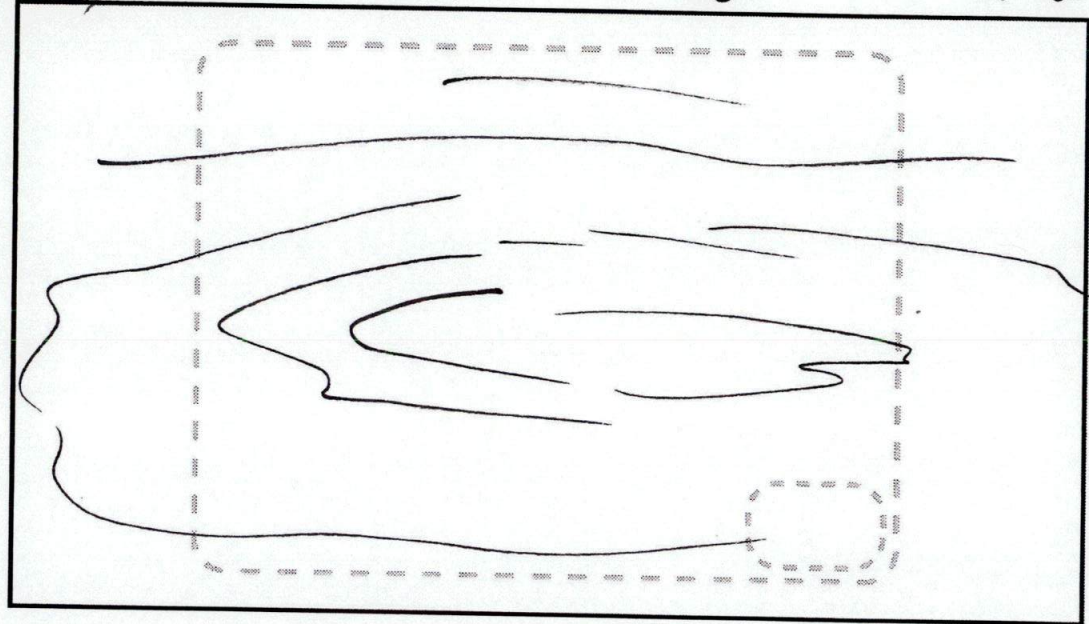


Sc. **3 CONT**

Pnl. I

Bg.

day night



Dialog:

SFX

(plip!) M:(song) ^(VO) ♪ ... flows.

Like a garden hose

Action:

- drop of soup **(IN)** ripples break up reflection

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Timing:

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ADVENTURE TIME



Sc. 4 Pnl. A Bg. day night



Sc. HUNT Pnl. B Bg. day night



Dialog:

SFX

MUSIC _____

(UO)

M: (song) Rise you ...

Action:

- BETTY GRABS HANDLE WITH OYEN MITT.

APR 2-8 2015

Timing:

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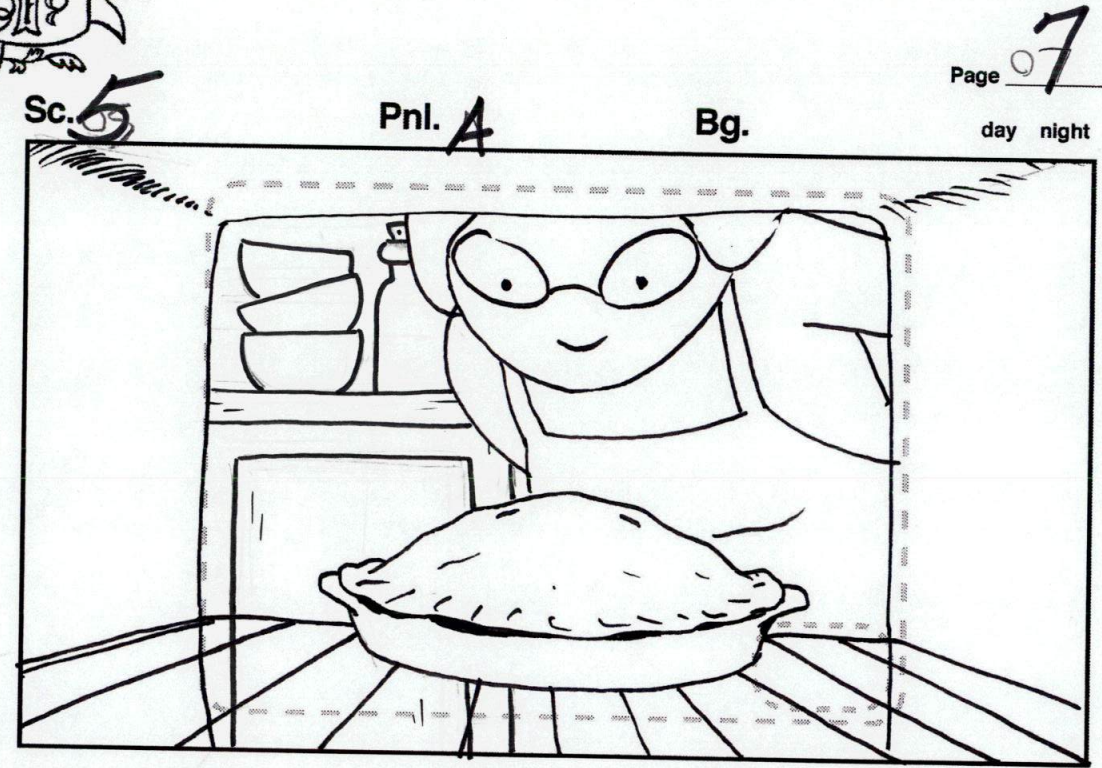
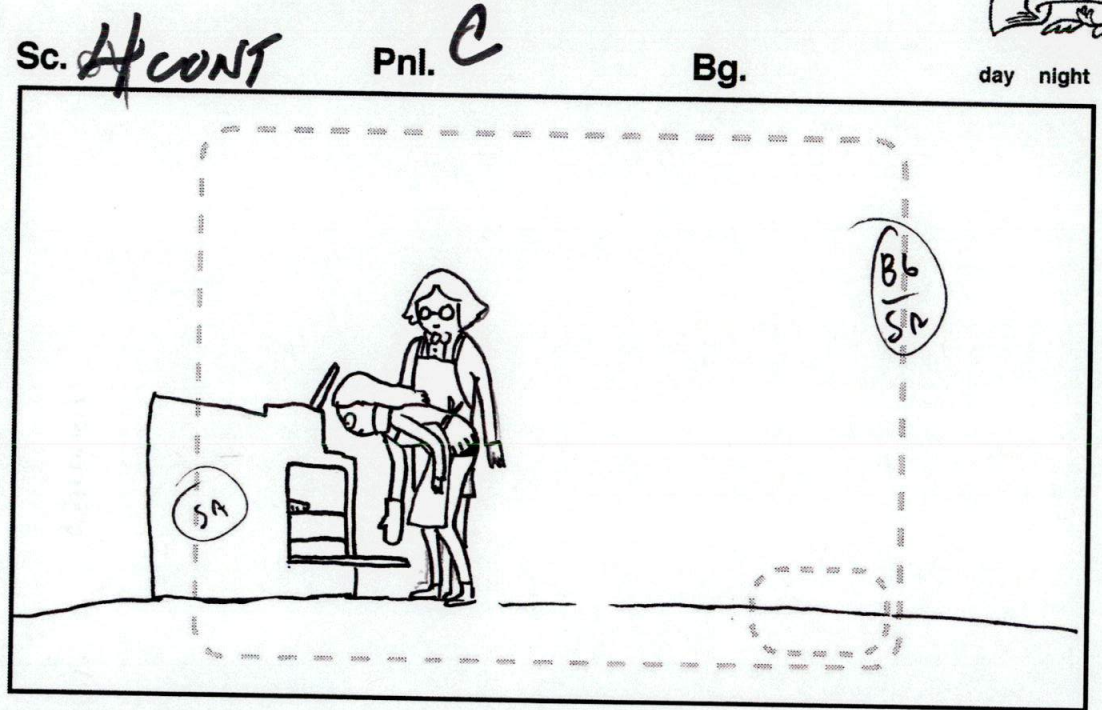
Production:

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ADVENTURE TIME



Dialog:

Sfx: MUSIC (vo)

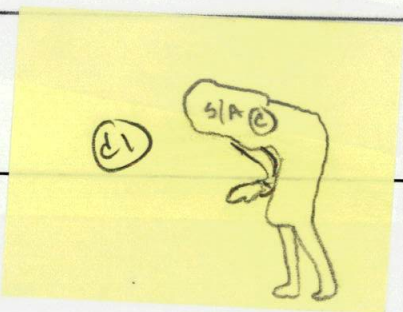
M: (song) ... rose. Lllloo

Action:

- BETTY OPENS OVEN.

Timing:

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Production:

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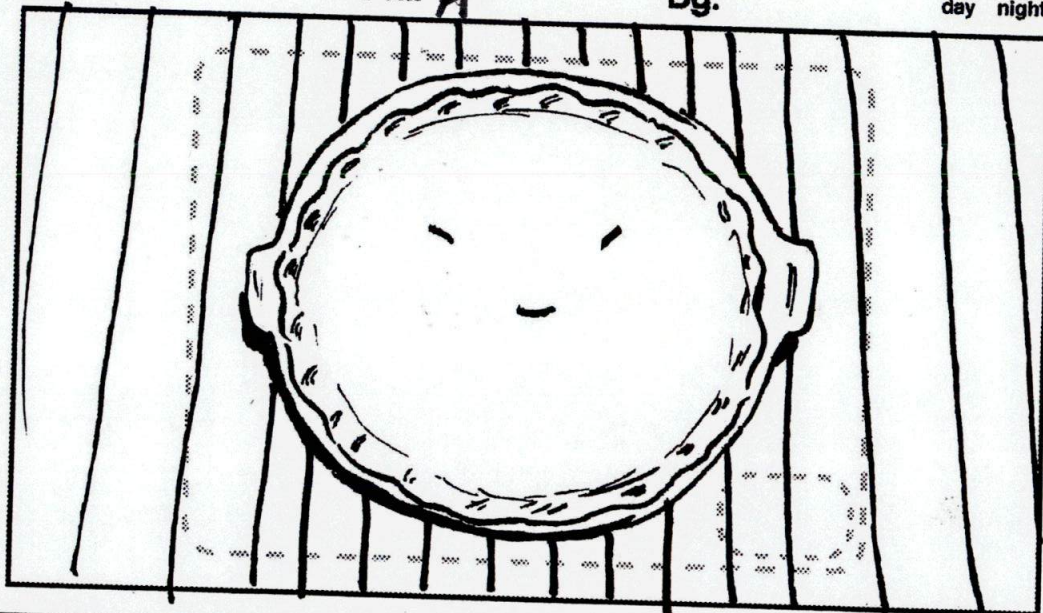


Sc. 06

Pnl. **A**

Bg.

day night



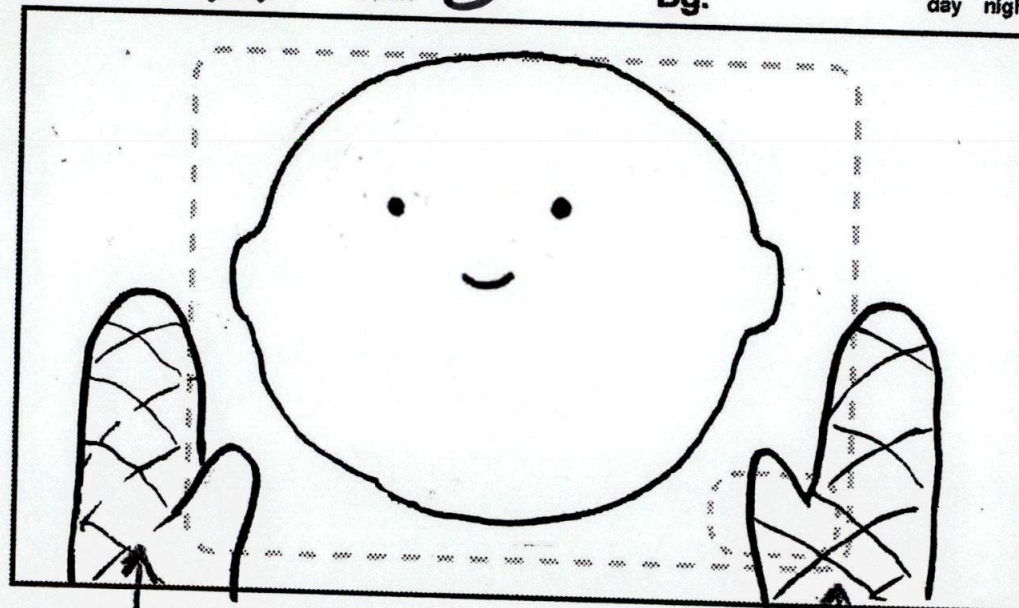
Sc. 06 **CONT**

Pnl. **B**

Bg.

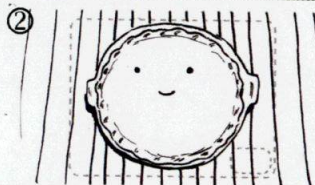
Page **8**

day night



Dialog:

②



(VO)

M: (song) ...ooove out of ...

in

APR 2-8 2015

Action:

- Pie has a little face

- Pie opens eyes. oven mitt hands **IN**

Timing:

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1034/217

duction:

1034/217

ADVENTURE TIME



Page 9
day night

Sc. 6 CONT

Pnl. C

Bg.

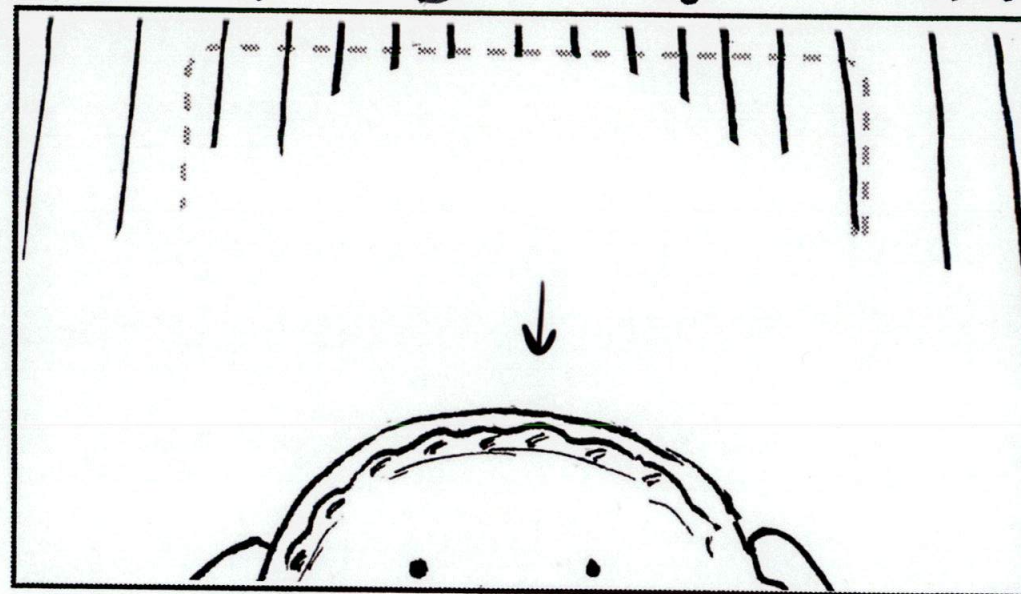
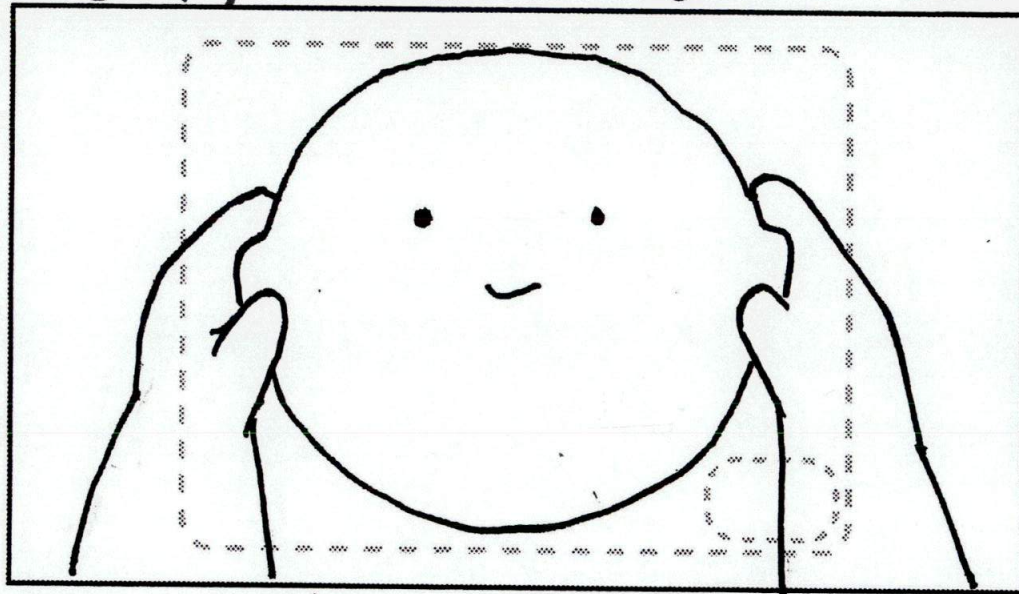
day night

Sc. 6 CONT

Pnl. D

Bg.

day night



Dialog:

(150)
M: (song) time ...

- pie OUT

Action:

- hands grab pie dish

Timing:

APR 2-8 2015

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ADVENTURE TIME

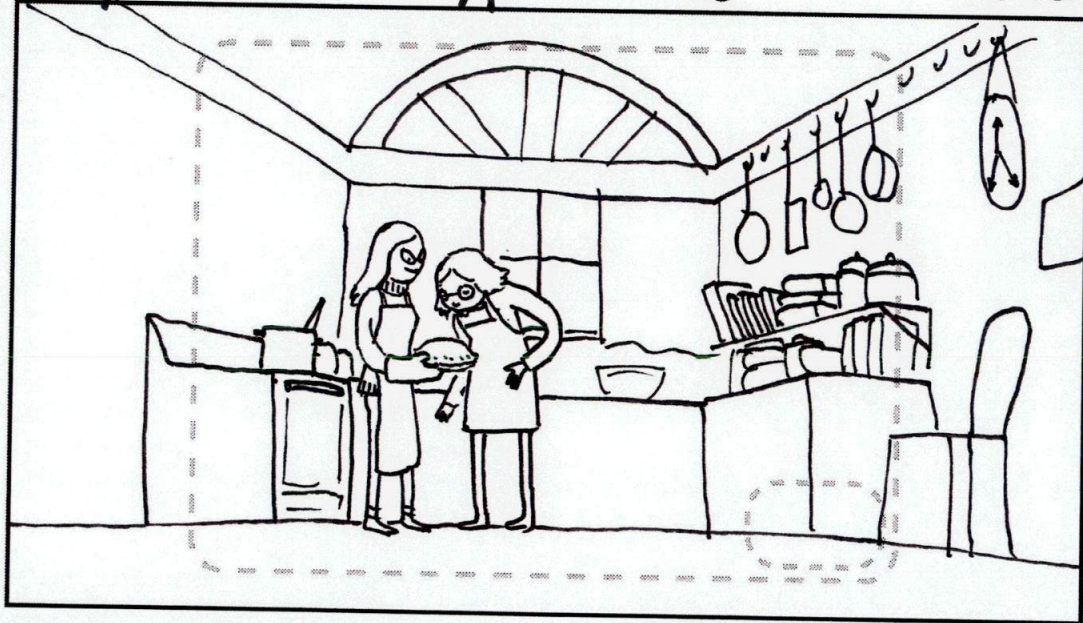


Sc. 7

Pnl. A

Bg.

day night



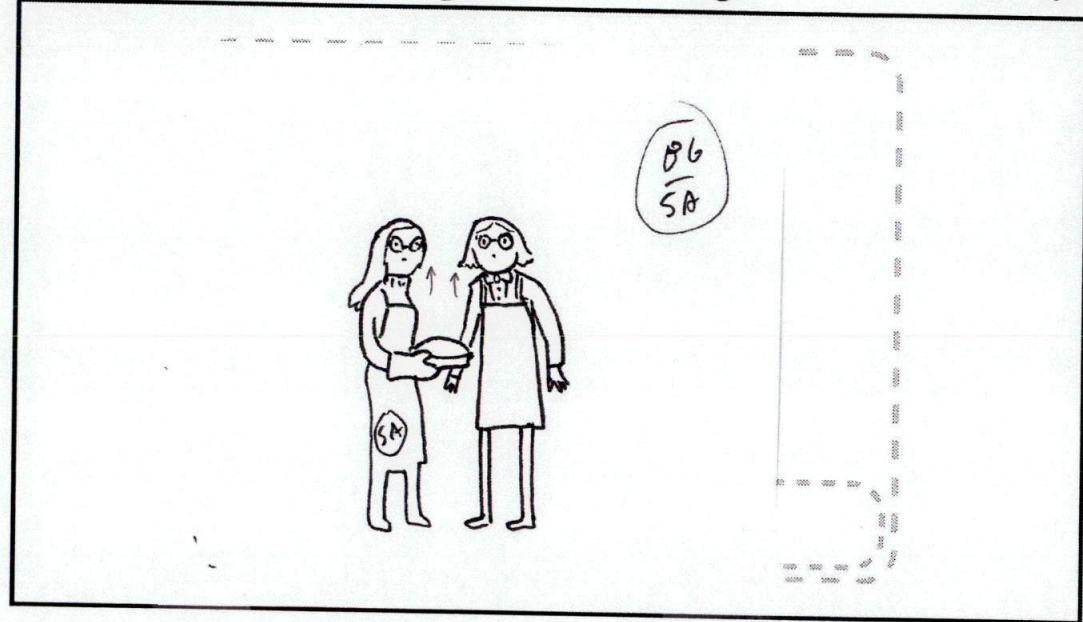
Sc. 7 CONT

Pnl. B

Bg.

Page 10

day night



Dialog:

(VO)

SFX: * KNOCK KNOCK *

M: (song) Face me, your face. Put your ...

Action:

- SIMON AND BETTY LOOK UP.

APR 28 2015

Timing:

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EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME

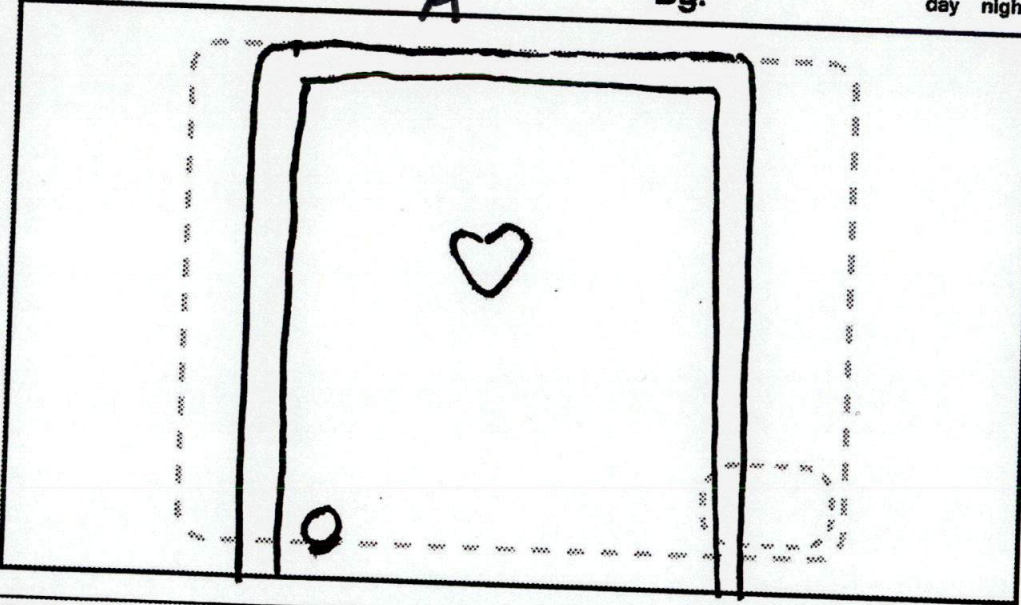


Sc. **8**

Pnl. **A**

Bg.

day night

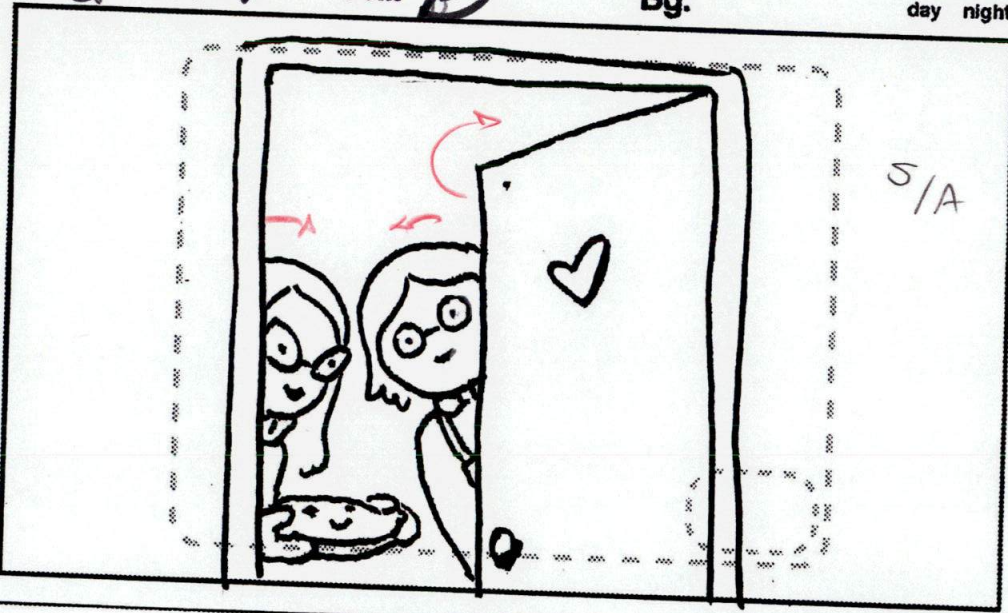


Sc. **8 CONT**

Pnl. **B**

Bg.

Page **11**
day night



Dialog:

SFX: 1 MUSIC ————— (VO)

M: (song) ...love in it's place. In my ..

Action:

- SIMON OPENS DOOR.

Timing:

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ADVENTURE TIME



Sc. **9**

Pnl. **A**

Bg.

day night

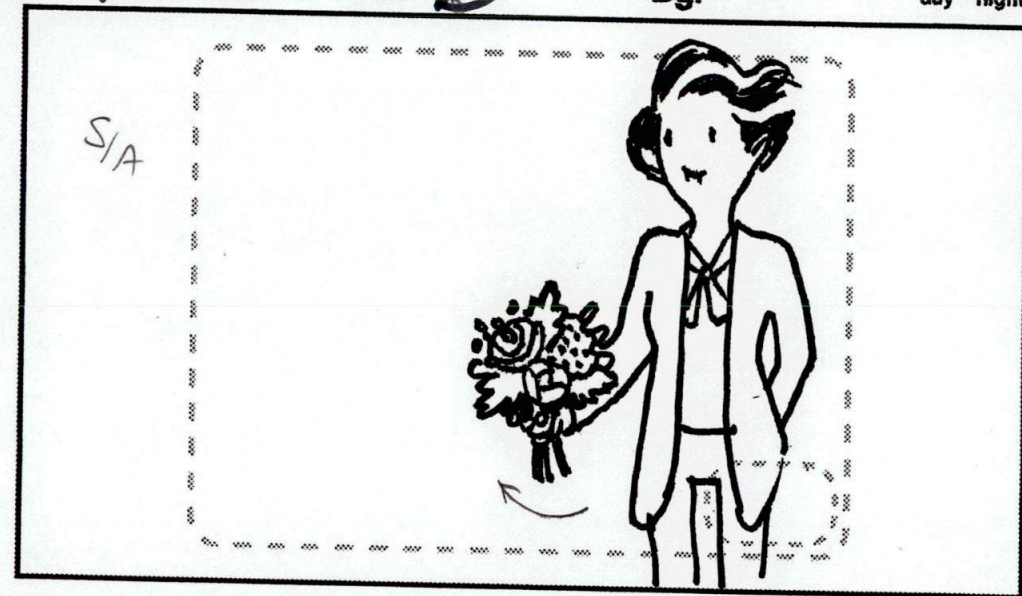


Sc. **Grant**

Pnl. **B**

Bg.

Page **12**
day night



Dialog:

SFX MUSIC

(V.O.)
M: (song)...face, in my face ...

Action:

- MARCELINE STANDS OUTSIDE (GRAY IN HER HAIR)

- M. HOLDS UP BOUQUET.

Timing:

APR 2-8 2015

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EPISODE #

1034/217

Production:

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ADVENTURE TIME



Sc. 10

Pnl. A

Bg.

day night

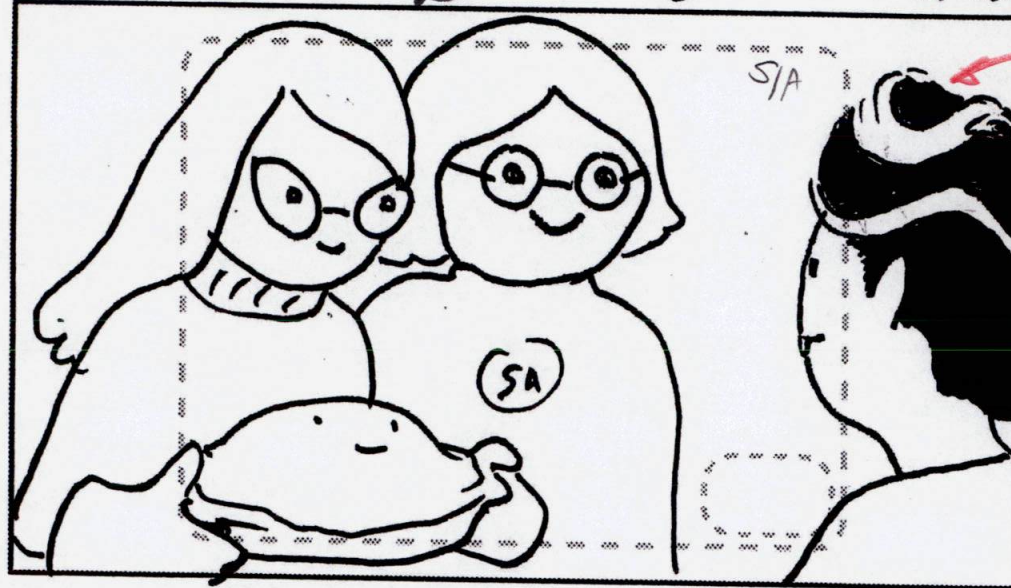


Sc. 10 CONT

Pnl. B

Bg.

Page 13
day night



IN

1034-217

EPISODE #

Dialog:

SFX: MUSIC

M: (song) In my FAAAAACE!!!

Action:

- MARY (IN)

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Timing:

Production:

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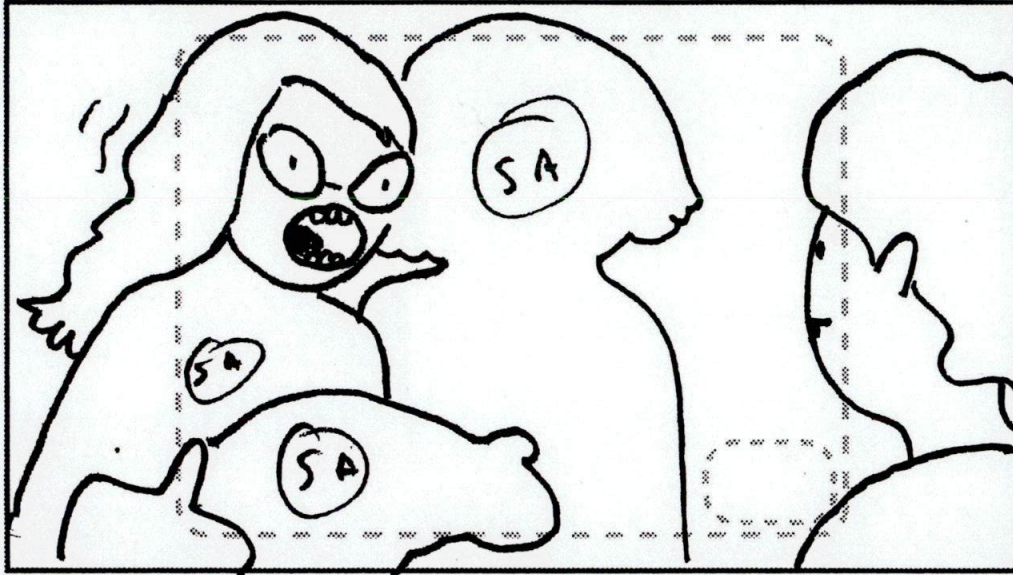


Sc. 10 CONT

Pnl. C

Bg.

day night

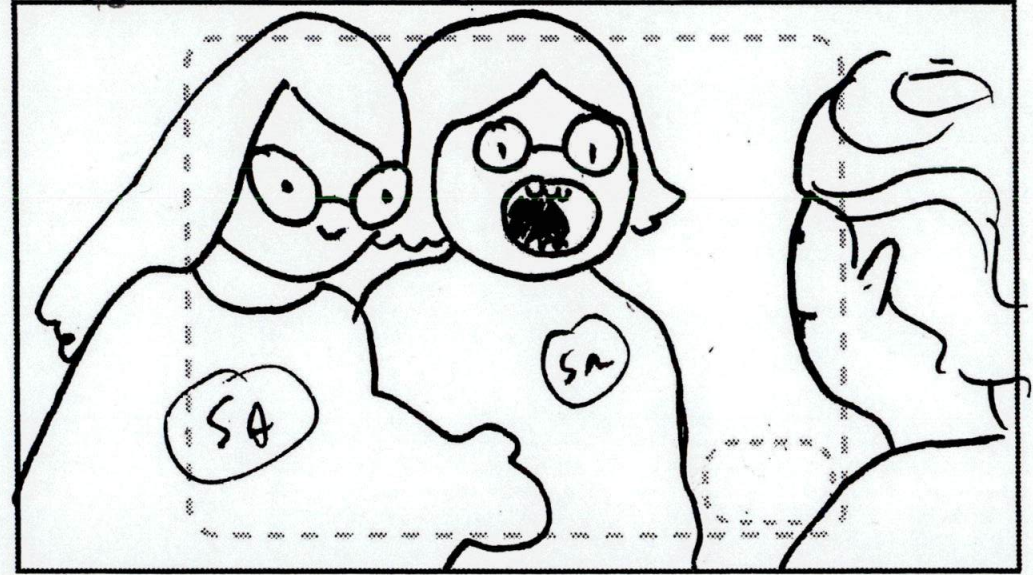


Sc. 10 CONT

Pnl. D

Bg.

day night



Page 14

Dialog:

(SFX) BUURP!!

(SFX) BUUUURP!

Action:

- BETTY BURPS

- SIMON BURPS

APR 28 2015

Timing:

EPISODE # 1034-217

1034/217

Production:

1034/217

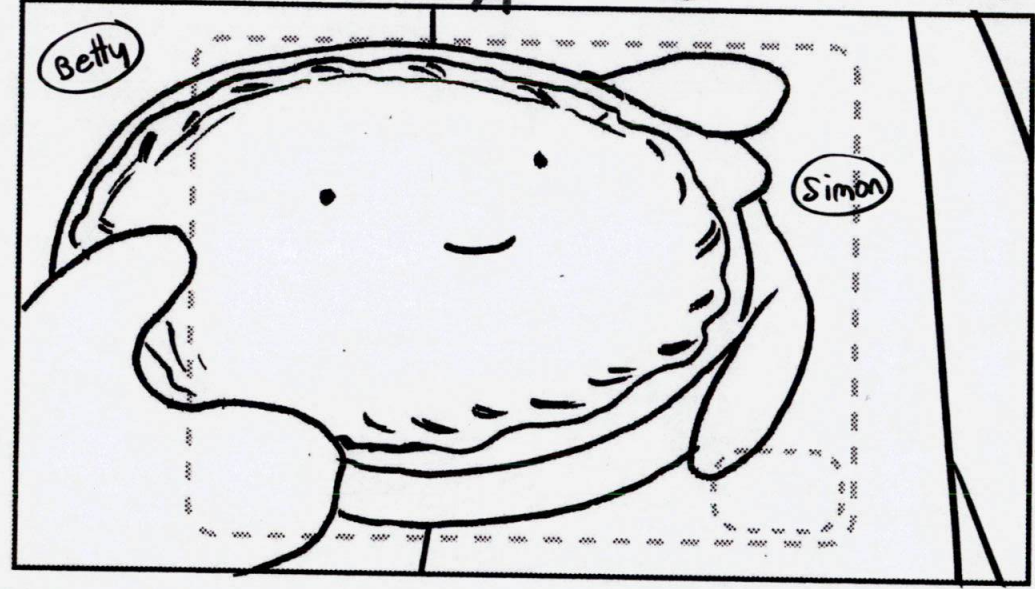
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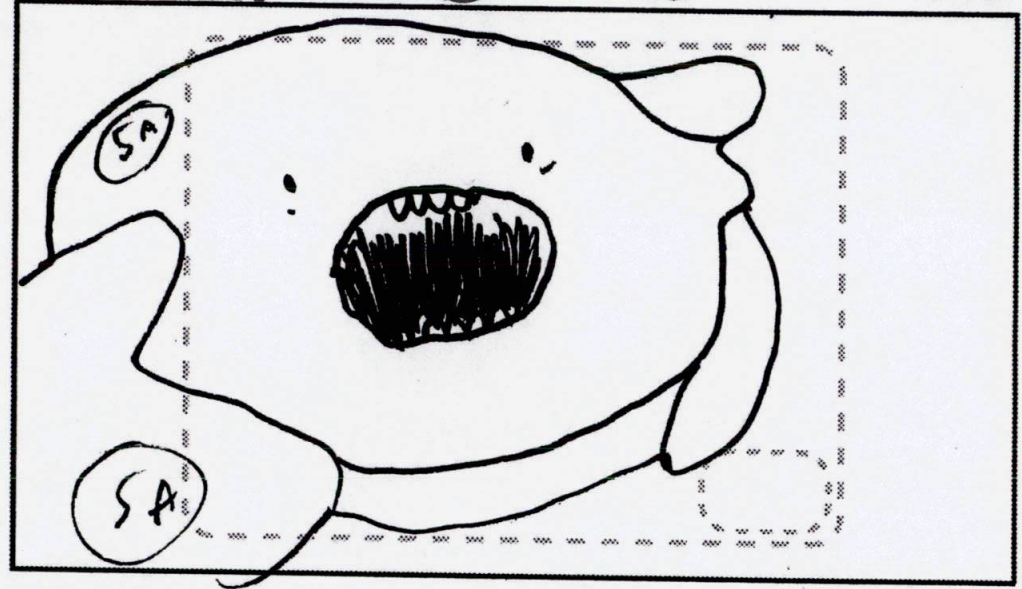
ADVENTURE TIME



Sc. 11 Pnl. A Bg. day night



Sc. 11 CONT Pnl. B Bg. day night



Dialog:	
Action:	<u>SFX</u> BUURP!
Timing:	- PIE BURPS.

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Production:

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1034/217

Sc. 12

Pnl. A

Bg.

day night

Sc.

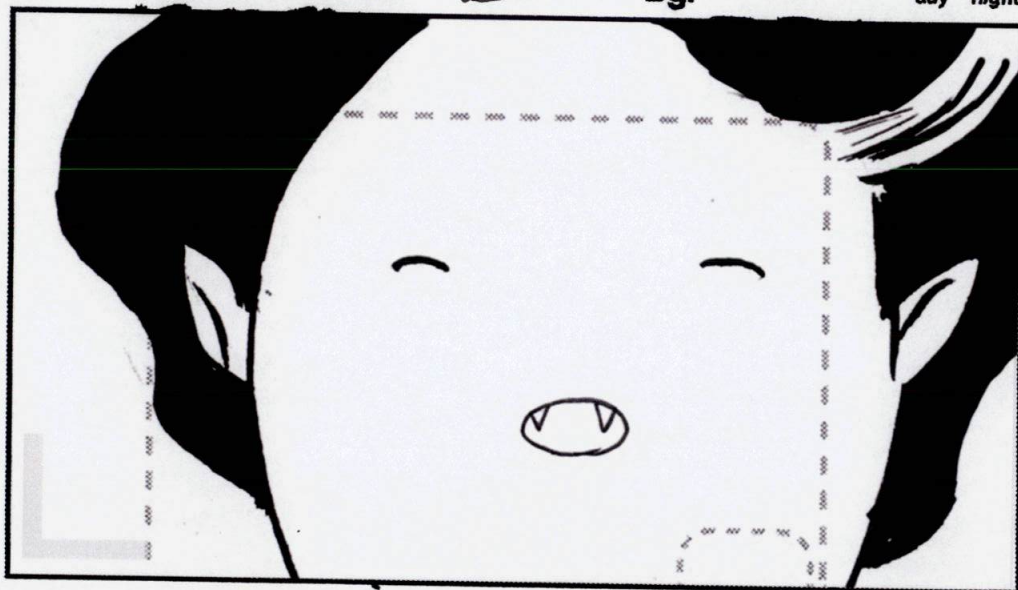
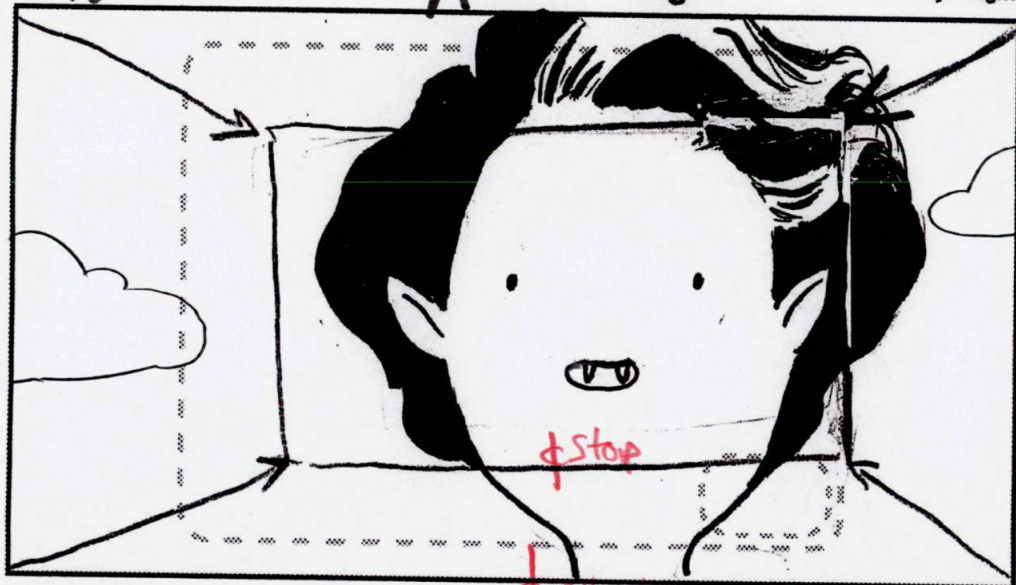
17cont Pnl. B

Pnl.

Bg.

Page 14

day night



Dialog:

(OS) sfx burp! Burp! Burrrrrrrrrrrrrrrrr p
n (TO HERSELF) I AM TALKING TO MYSELF

M: (TO HERSELF) WAIT, I WAS HUNTING A VAMPIRE... "THE MOON"... BUT...

Action:

- CACOPHONY of BURPS
- TRUCK IN



4
(A)

MARCELINE CLOSES HER EYES AND CONCENTRATES. APR 28 2015

Timing:**EPISODE #**

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FADE OUT
to white TR

1034/217

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ADVENTURE TIME



Sc.

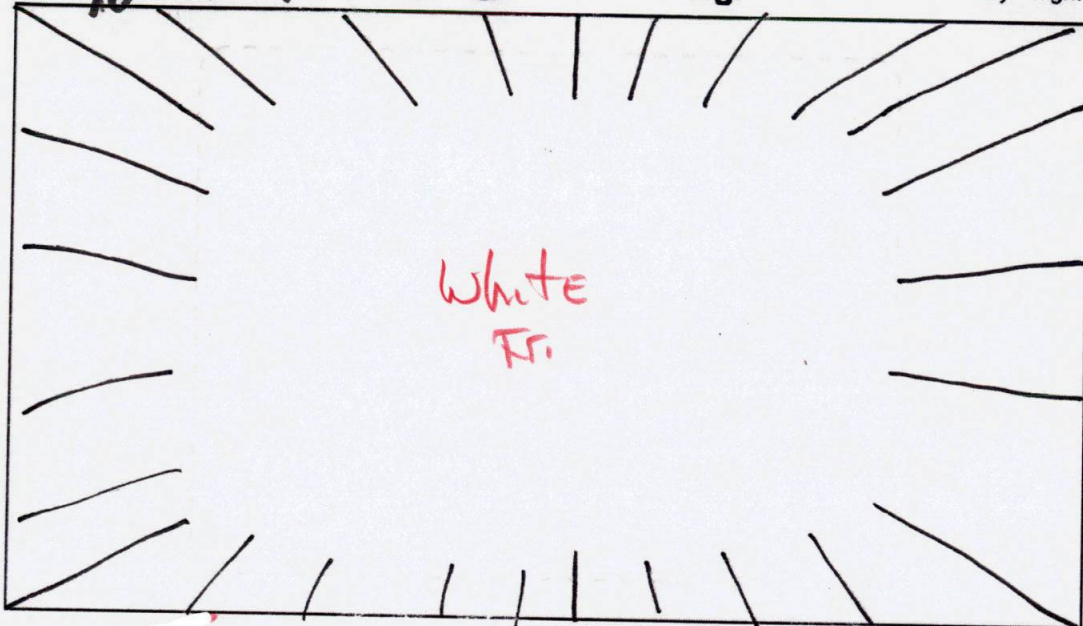
12 CONT

Pnl.

C

Bg.

day night



Sc.

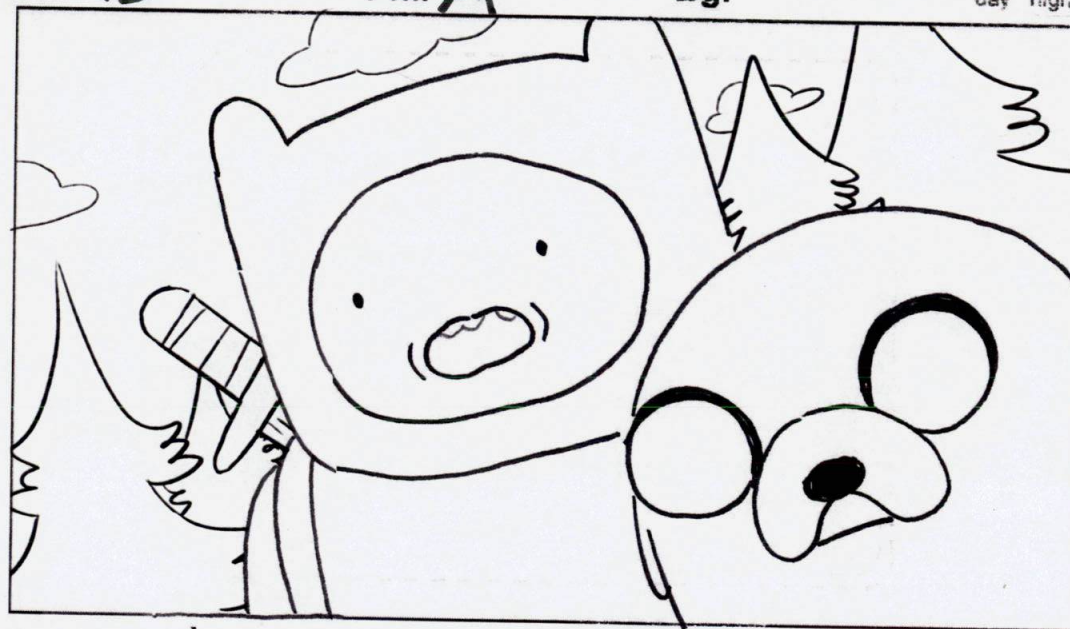
13

Pnl.

A

Bg.

day night



Page

17

EPISODE # 1034-217

1034/217

~~Cont
FADE to
White Fr.~~

J: BURP!

M: SOMETHING HAPPENED --

~~FADE in
FROM WHITE
Fr.~~

(F) BURP!

Action:

- CUT TO F+J LOOKING DOWN
AT MARCELINE.

(MORNING LIGHT)

Timing:

APR 2-8 2015

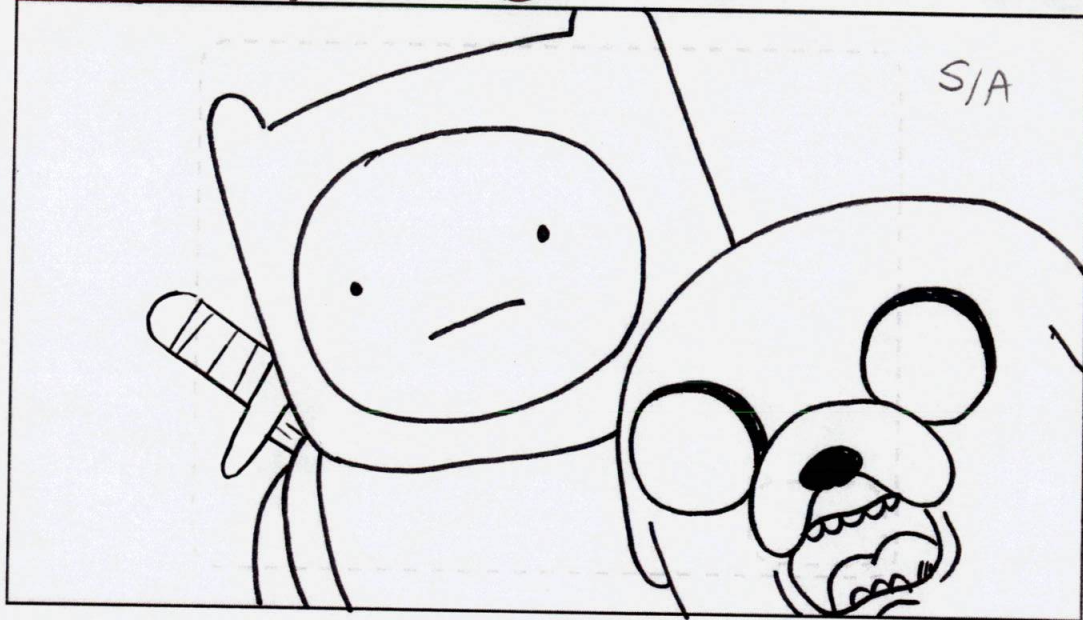
Production :

1034/217

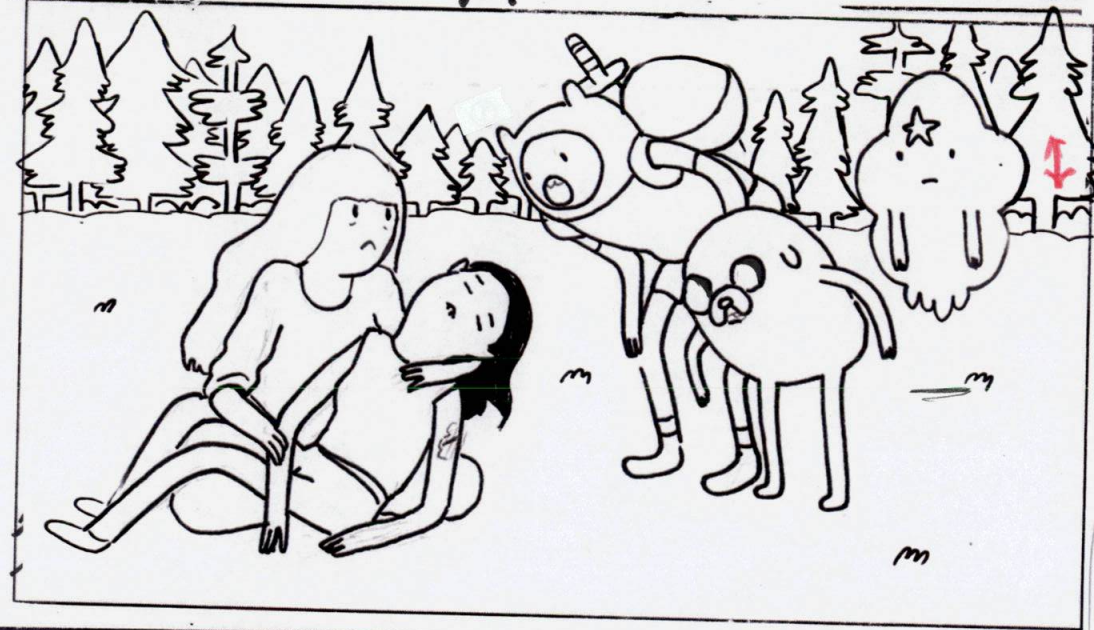
ADVENTURE TIME



Sc. **13 CONT** Pnl. **B** Bg. day night



Sc. **14** Pnl. **A** Bg. day night



Dialog:

① BUURP!

① J
② F Burp!

Action:

- FINN AND JAKE BURP REPEATEDLY AT AN UNCONSCIOUS MARCELINE

Timing:

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Sc.

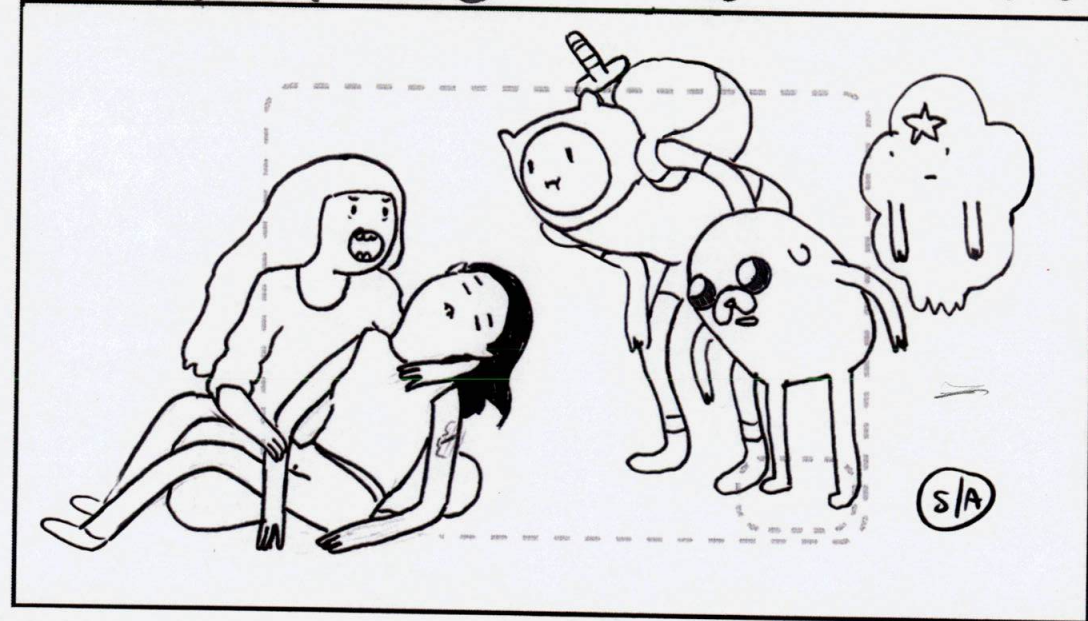
14 CONT

Pnl.

B

Bg.

day night



Sc.

14 CONT

Pnl.

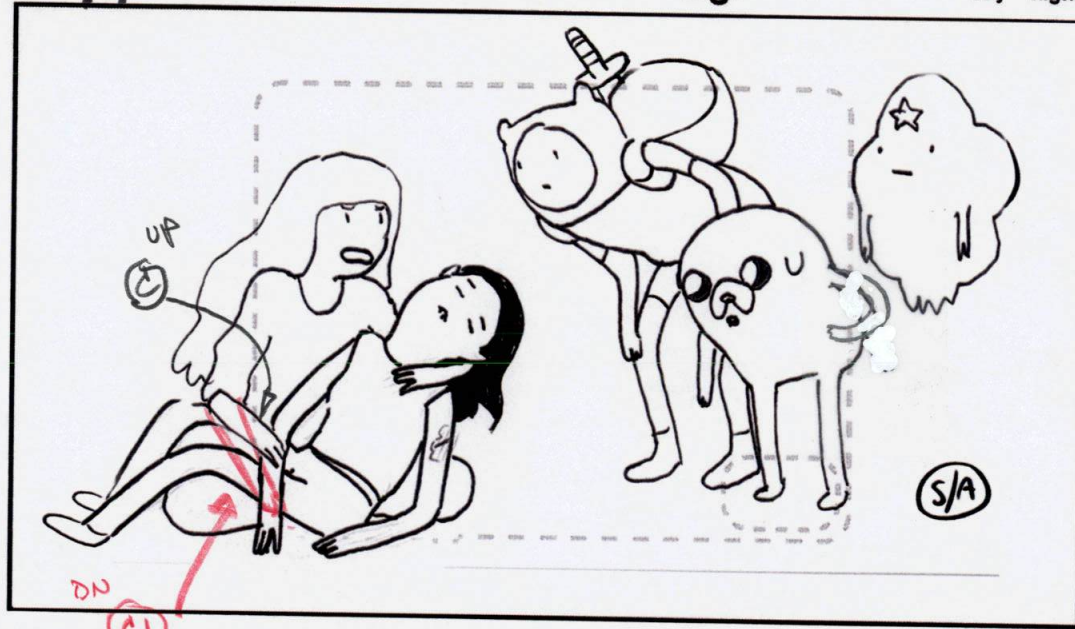
C

Bg.

Page

19

day night



Dialog:

(PB)

Cut it out!

PB: That's not helping her

Action:

Timing:

APR 2-8 2015

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Production:

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ADVENTURE TIME



Sc.

15

Pnl.

A

Bg.

day night

Sc.

15 CONT

Pnl.

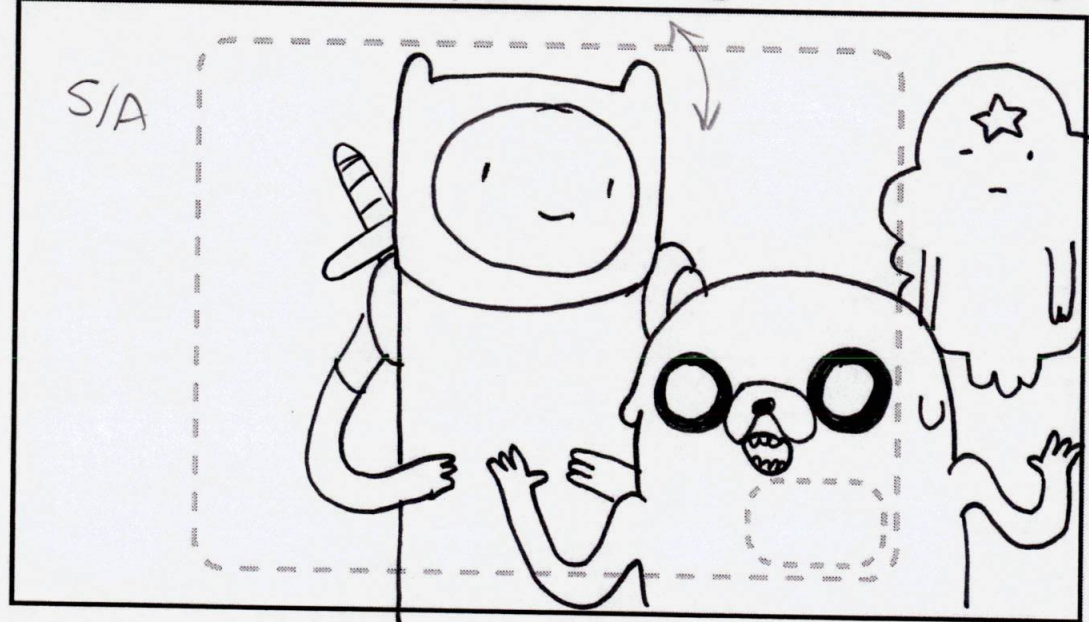
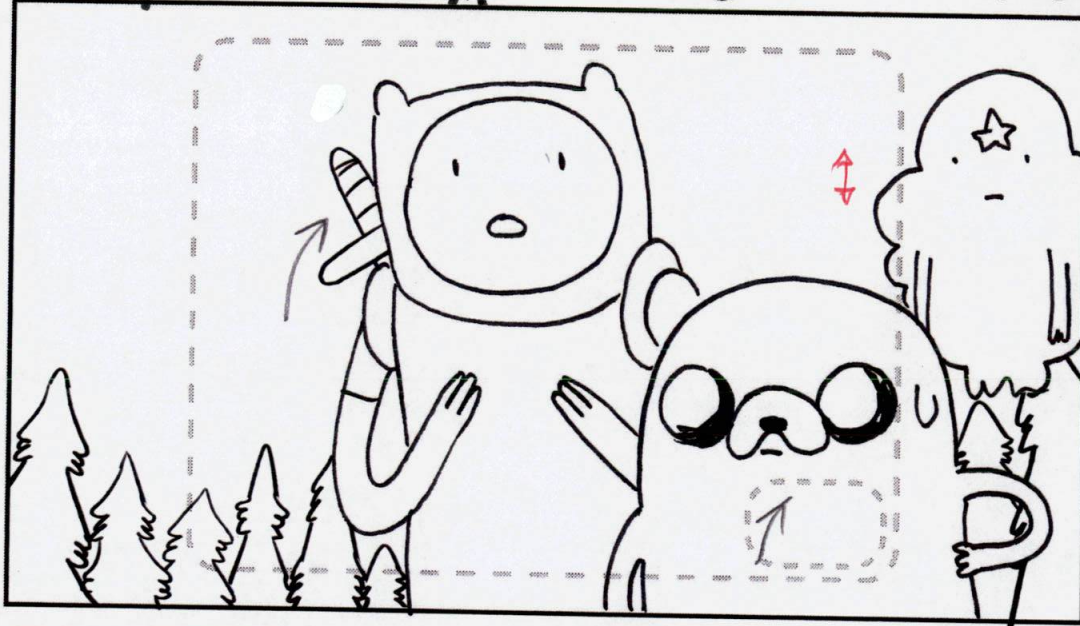
B

Bg.

Page

20

day night



Dialog:

(F)

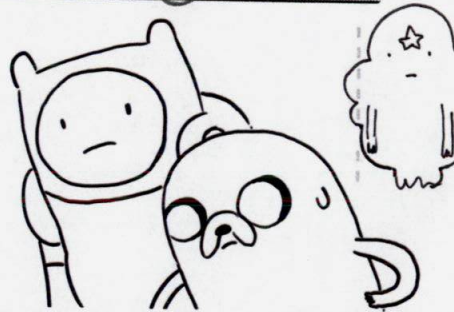
but mom'n'dad always burped on us

(J)

it's a cure - all!

Action:

(A)



- FINN NODS

- LSP CLOSES ONE EYE.

Timing:

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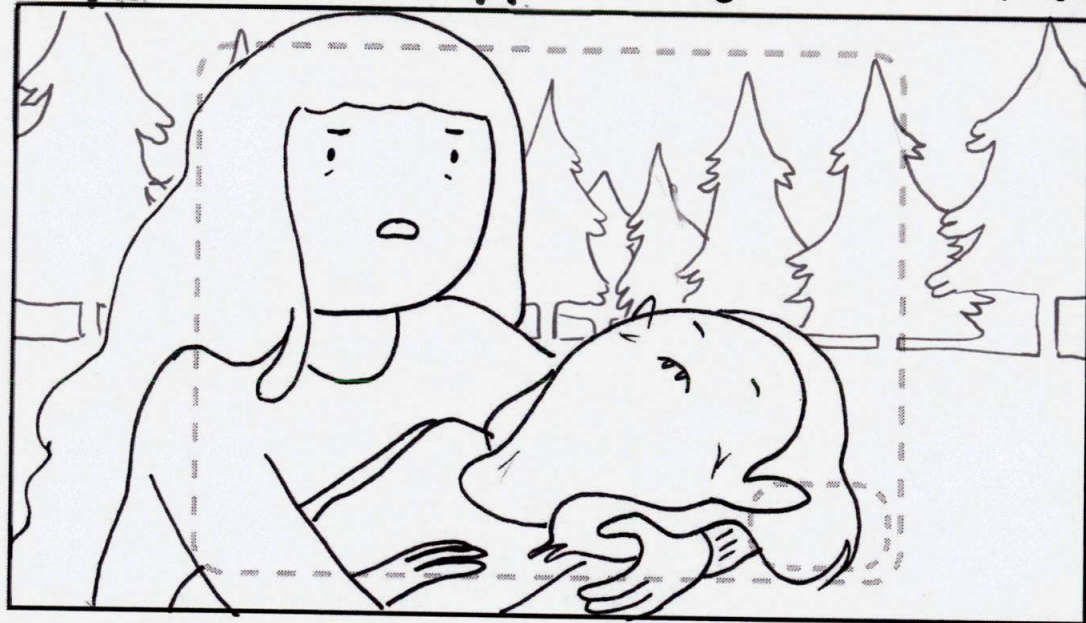


Sc. **16**

Pnl. **A**

Bg.

day night



Sc. **16 CONT** Pnl. **B**

Bg.

Page **21**
day night



Dialog:

(PB) Sorry guys

(PB) there are no cure-alls.

Action:

Timing:

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Production:

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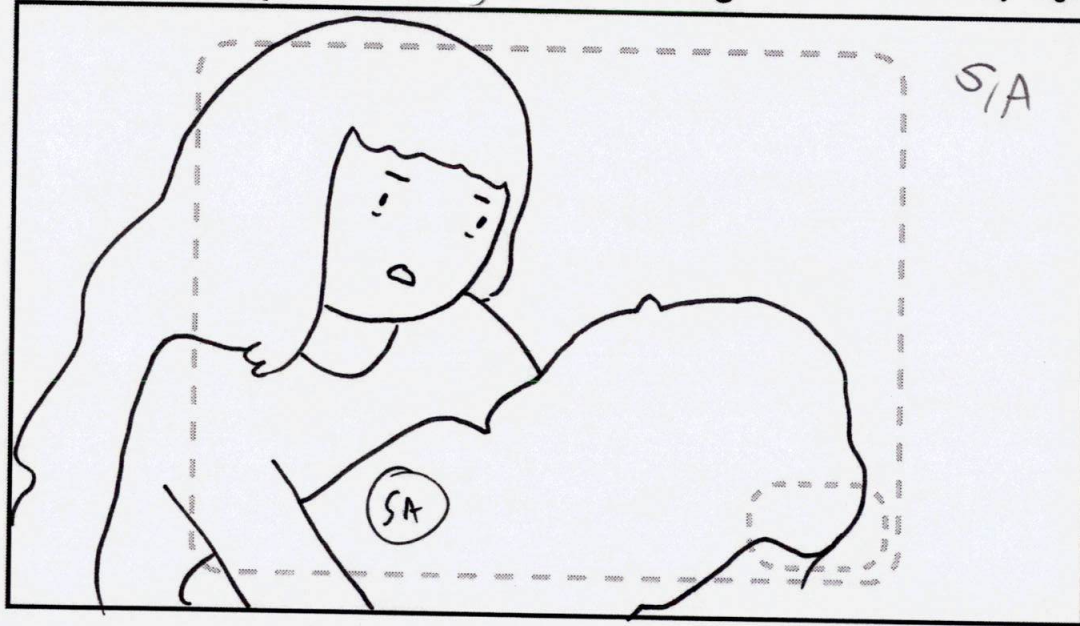
1034/217

ADVENTURE TIME



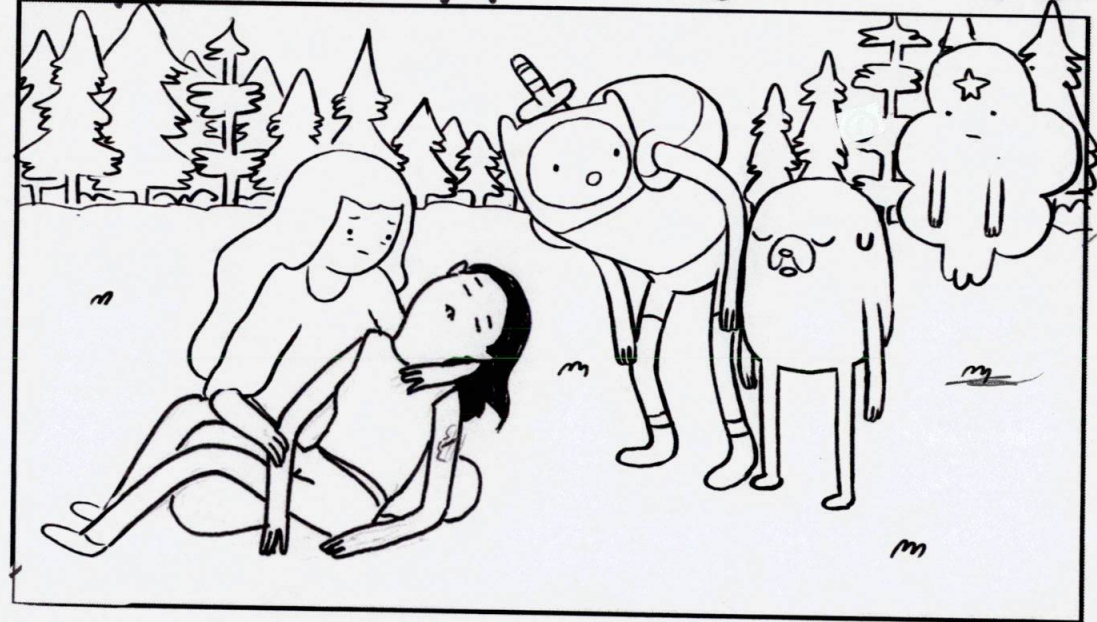
Sc. **16 CONT** Pnl. **C** Bg.

day night



Sc. **17** Pnl. **A** Bg.

Page **22**
day night



Dialog: **PB**

your parents were just Burping on you for kicks

F Ooohh

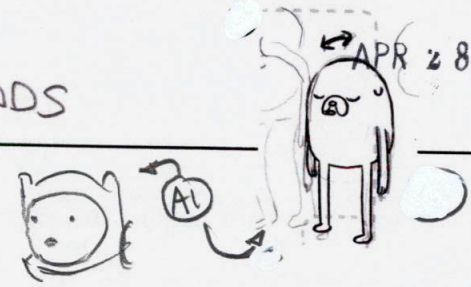
J Oh yeah, that makes sense

Action:

Timing:

- J. NADS

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Production:

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ADVENTURE TIME



Sc. **18**

Pnl. **A**

Bg.

day night

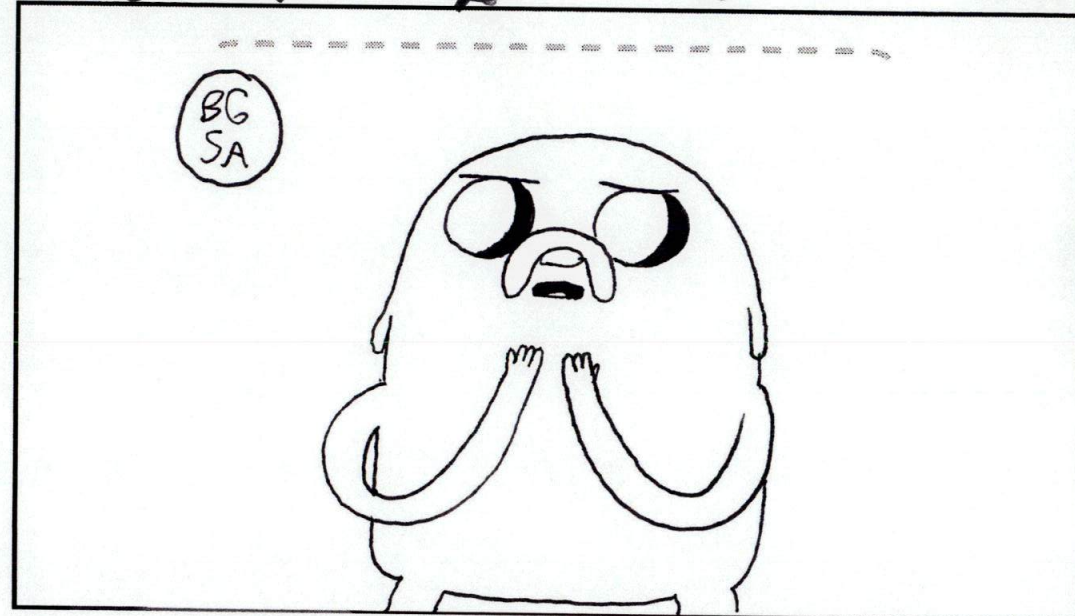


Sc. **18 cont**

Pnl. **B**

Bg.

Page **23**
day night



Dialog:

Jake / BURP :

Jake / Ugh. Sorry, last one.

Action:



Timing:

APR 28 2015

EPISODE # **1034-217**

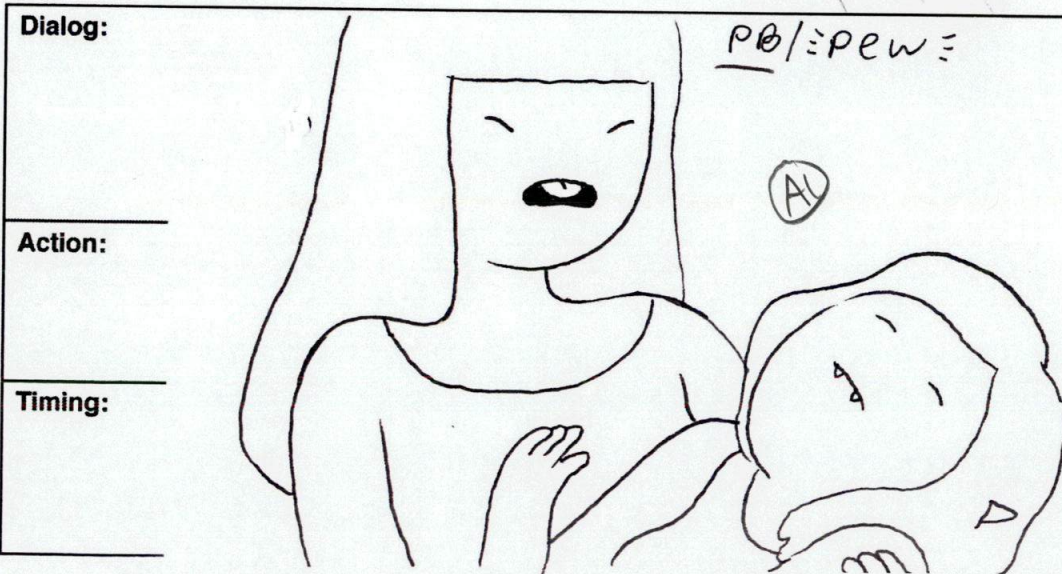
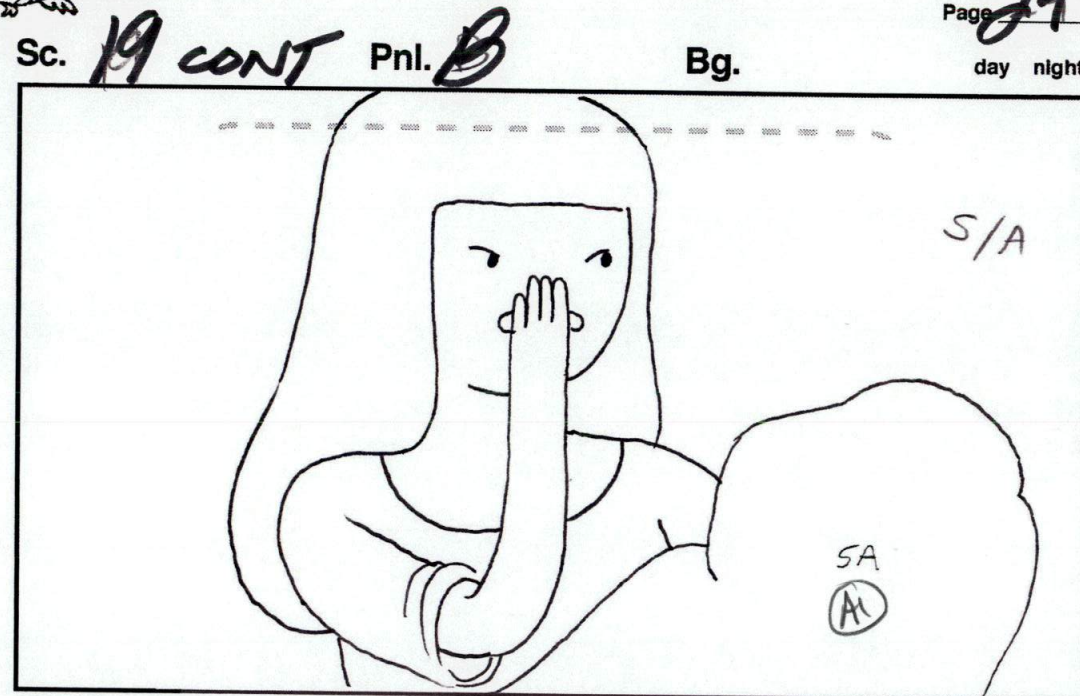
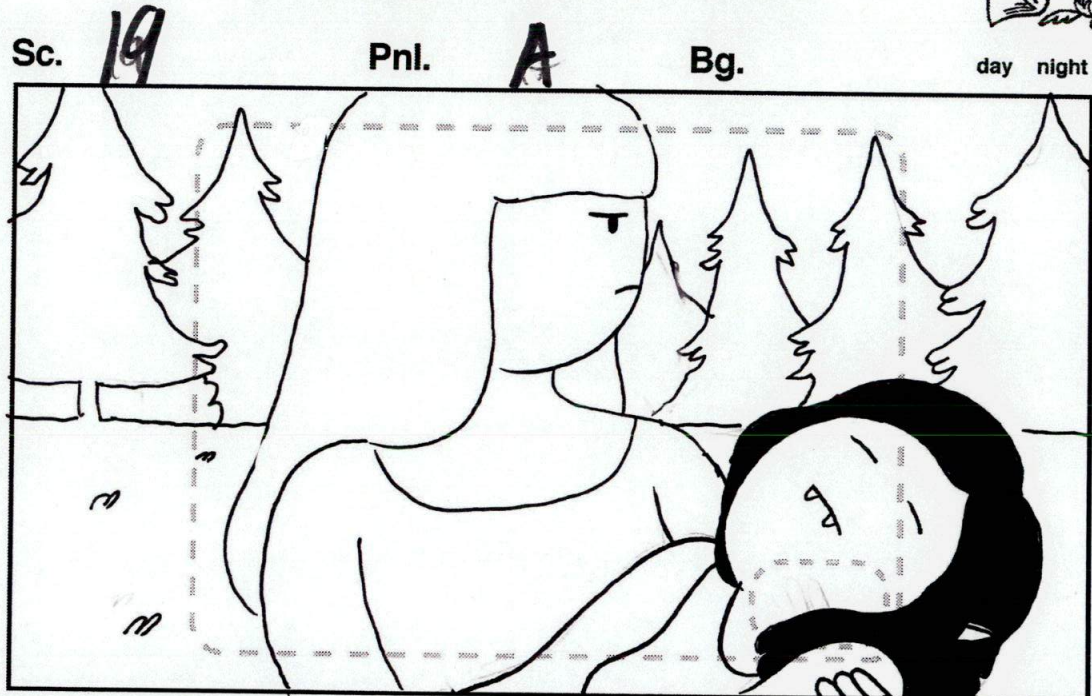
Production:

1034/217

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ADVENTURE TIME



PB/ what did you eat Jake?

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EPISODE # 1034-217

Production:

1034/217

1034/217

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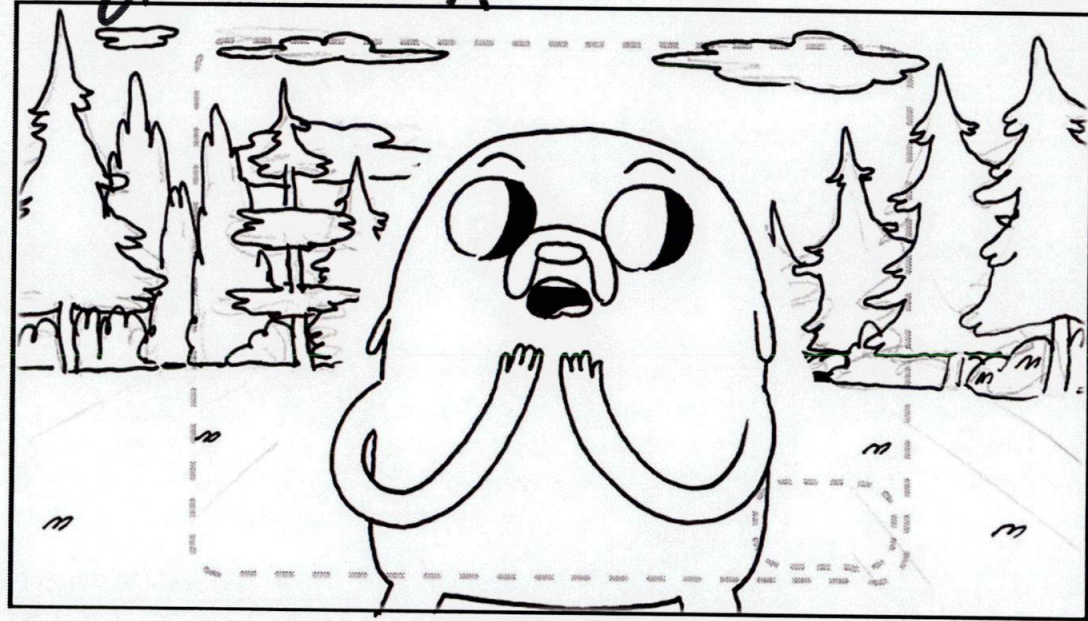
1034/217

ADVENTURE TIME



Page **25**

Sc. **20** Pnl. **A** Bg. day night



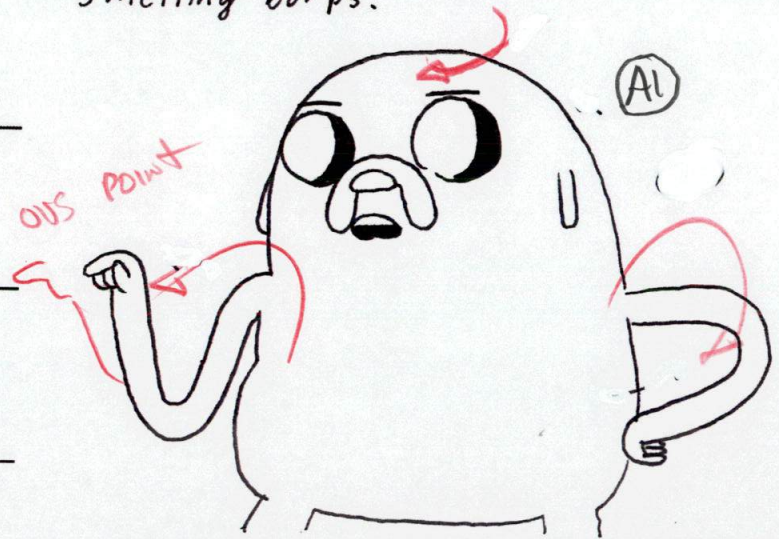
Sc. **20 CONT** Pnl. **B** Bg. day night



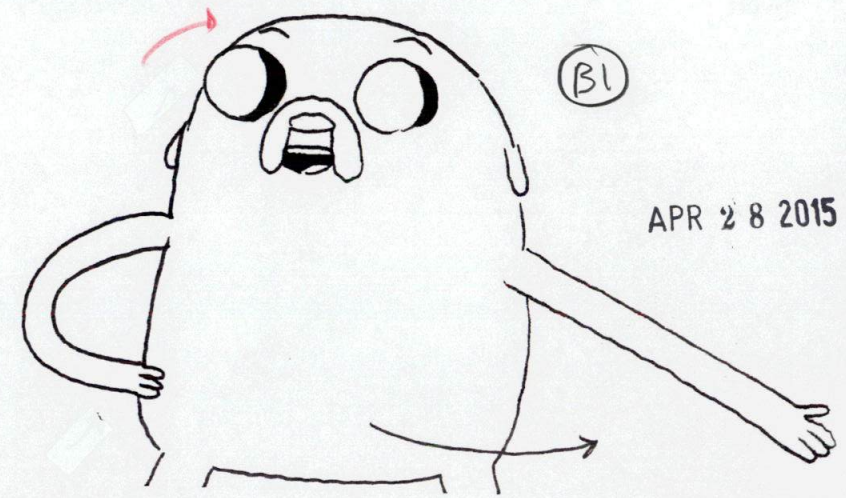
Dialog: J/ Hey now I pride myself in having nice smelling burps.

Action:

Timing:



J/ @ Just kidding.



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1034-217

EPISODE #

1034/217

Production:

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ADVENTURE TIME



Sc. 20 cont Pnl. C

Bg.

day night



Sc. 21

Pnl. A

Bg.

Page 26
day night



Dialog: PB (os) Pride ...

PB / Hmm...

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

EPISODE #

Production:

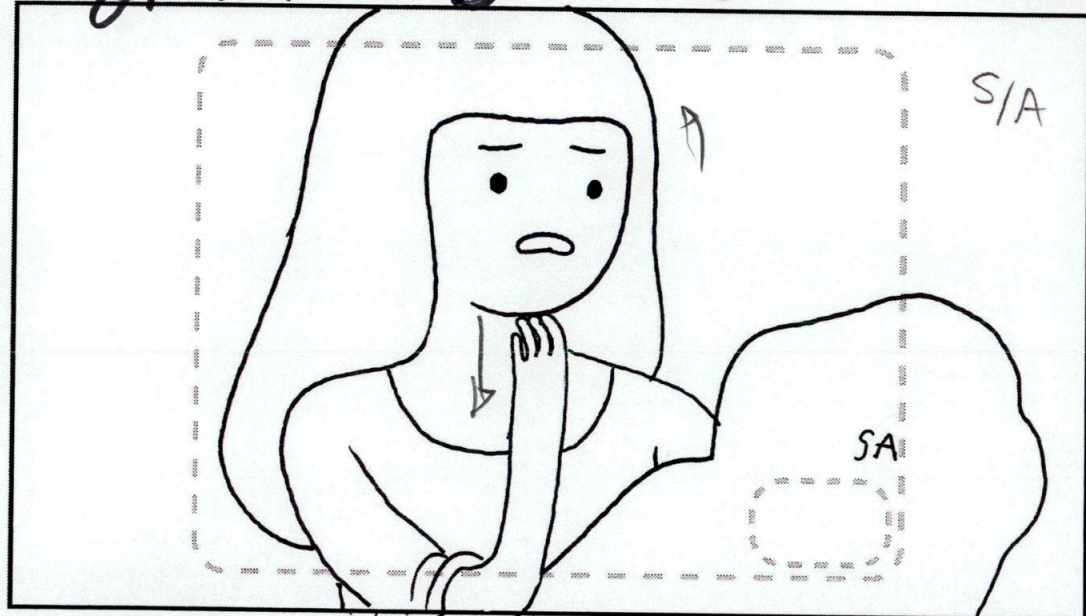
1034/217

1034/217

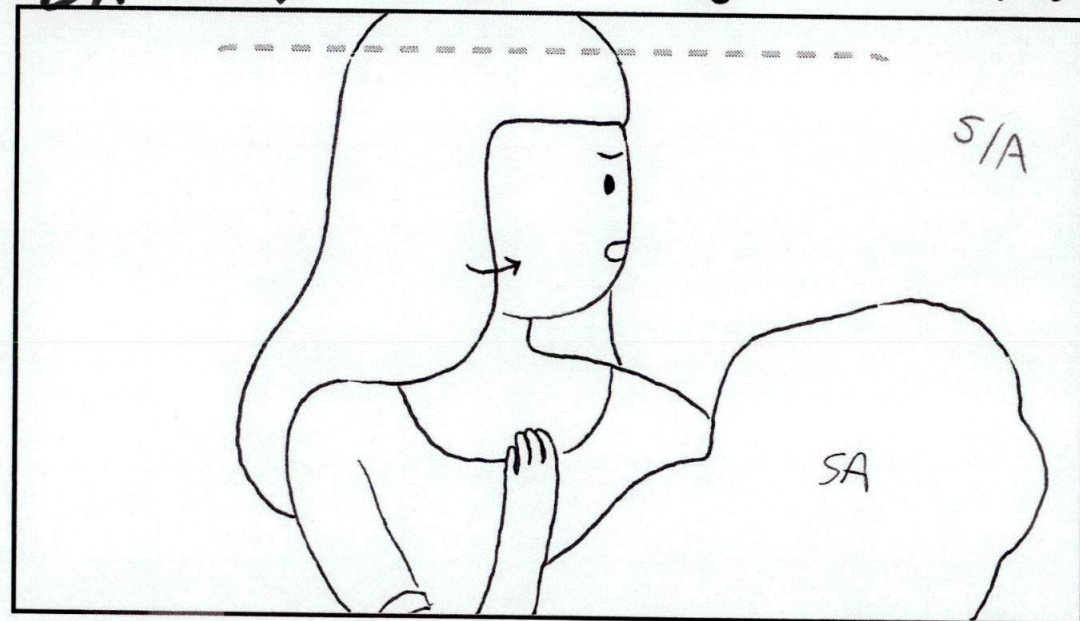
ADVENTURE TIME



Sc. 21 CONT Pnl. B Bg. day night



Sc. 21 CONT Pnl. C Bg. day night



Dialog: PB Do yov guys know

PB (cont) /- What "hubris" is?

Action:

Timing:

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EPISODE # 1034-217

Production:

1034/217

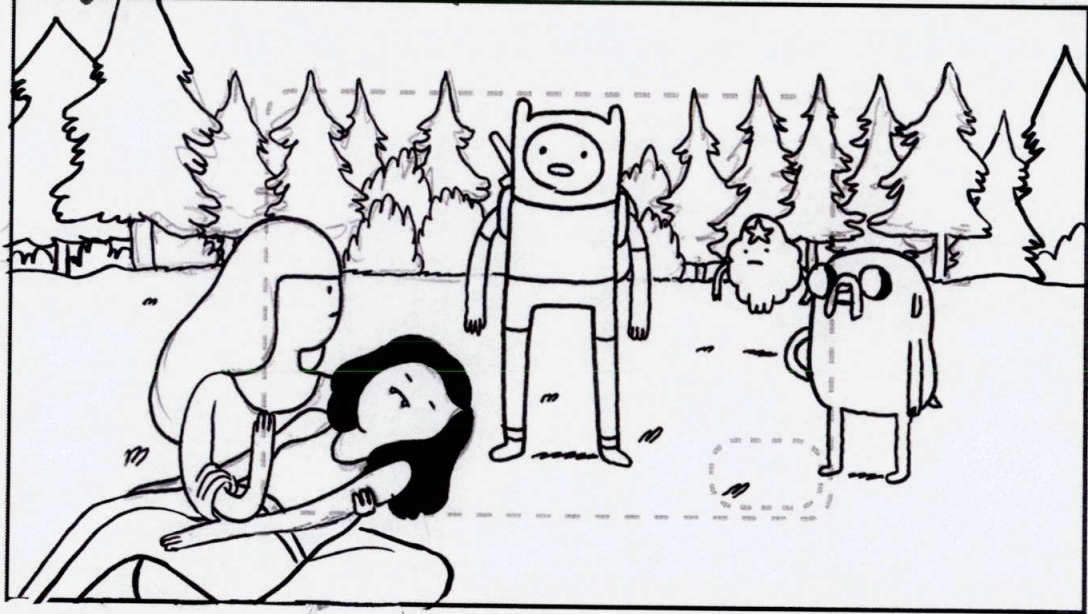
1034/217

1034/217

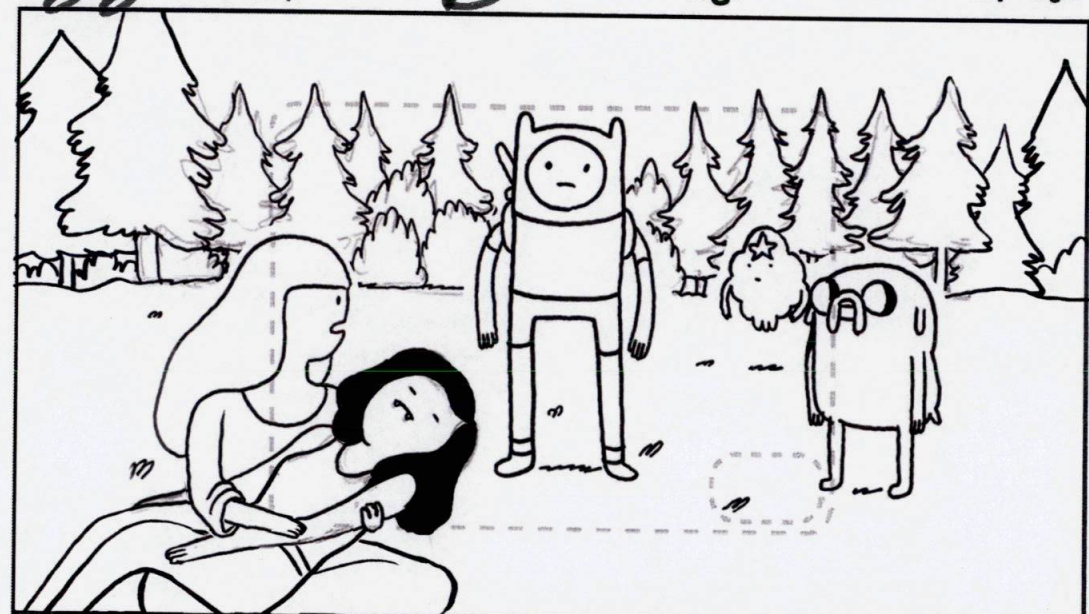
ADVENTURE TIME



Sc. 22 Pnl. A Bg. day night



Sc. 22 cont Pnl. B Bg. day night



Dialog:

Finn/ It's like an old timey deity who weighed your deeds on a scale

PB/ No it means excessive pride or arrogance.

Action:



APR 28 2015

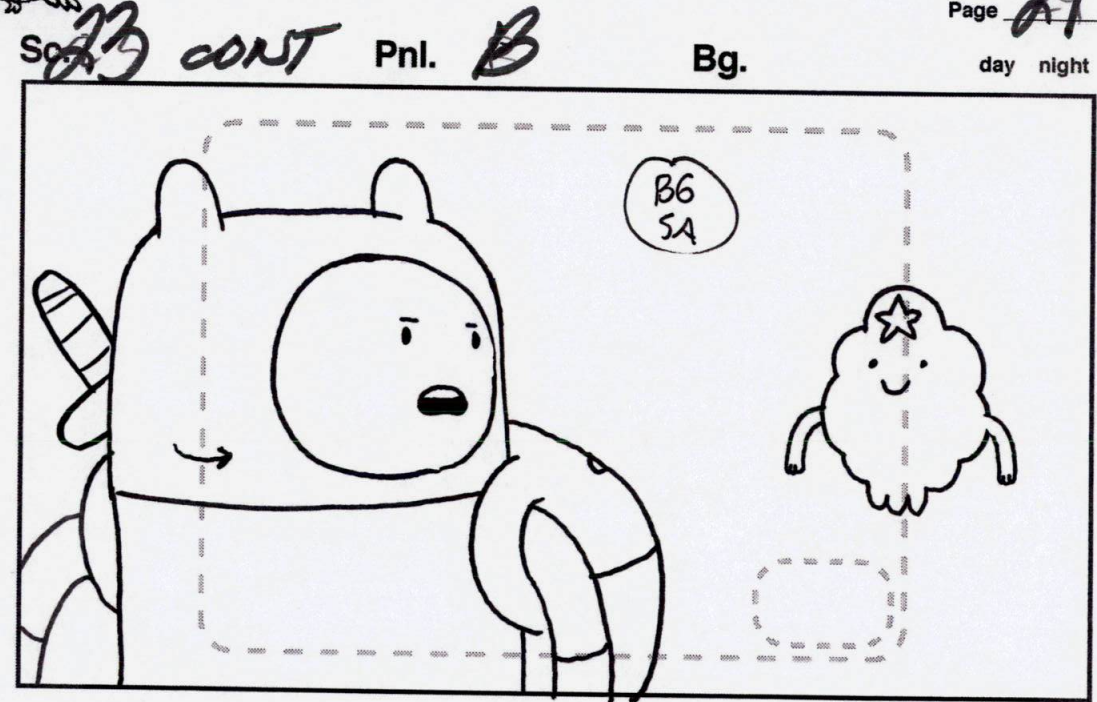
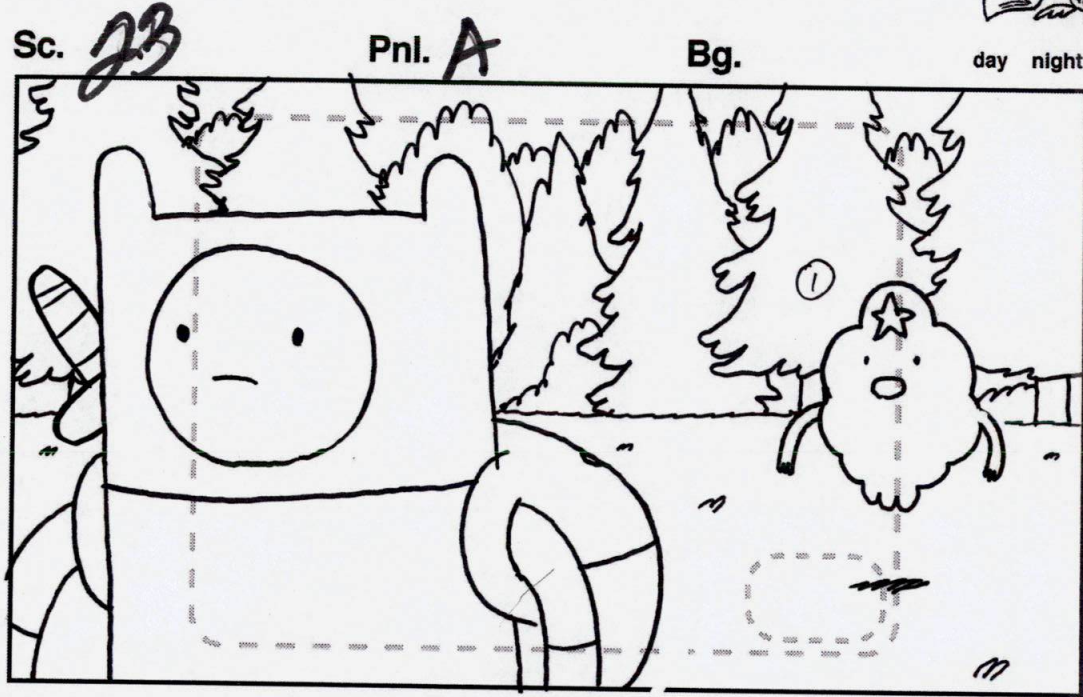
Timing:

EPISODE # 1034-217

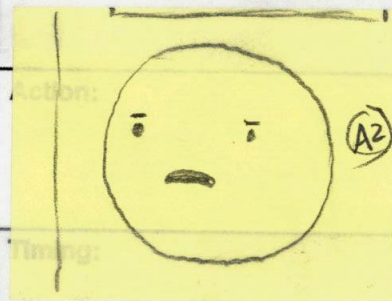
Production:

1034/217

ADVENTURE TIME



Dialog: LSP/0 That's like² you, PB.



Finn/ Dude
PB/ ^(va) Nah...

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Production:

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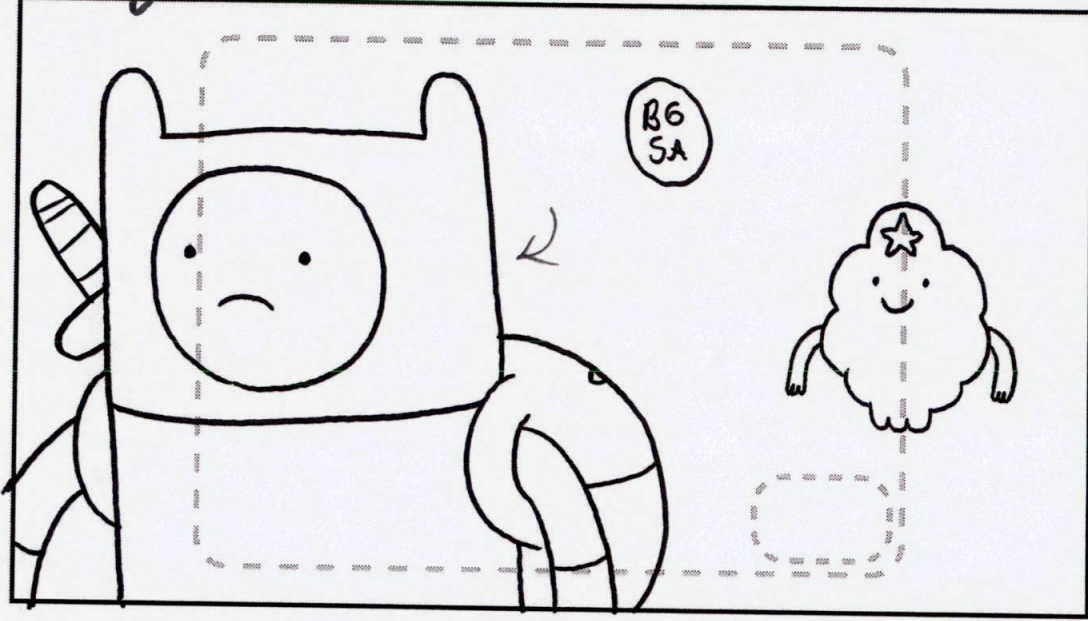
ADVENTURE TIME



Sc. 23cont Pnl. C

Bg.

day night

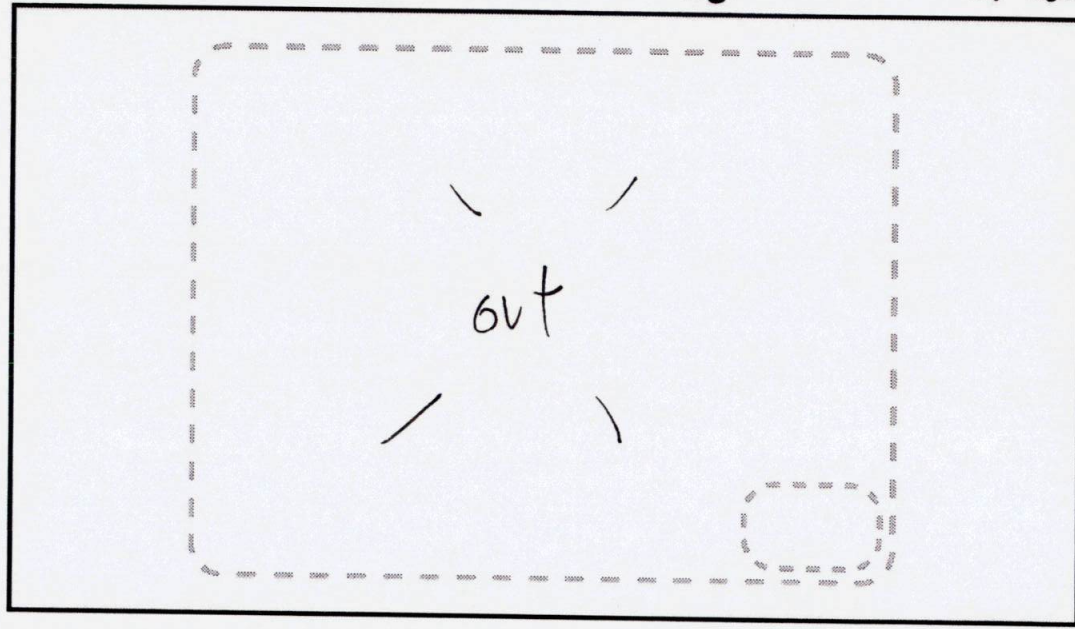


Sc.

Pnl.

Bg.

Page 30
day night



Dialog: PB/ ^(O/S) ... it's true

Action:

Timing:

APR 28 2015

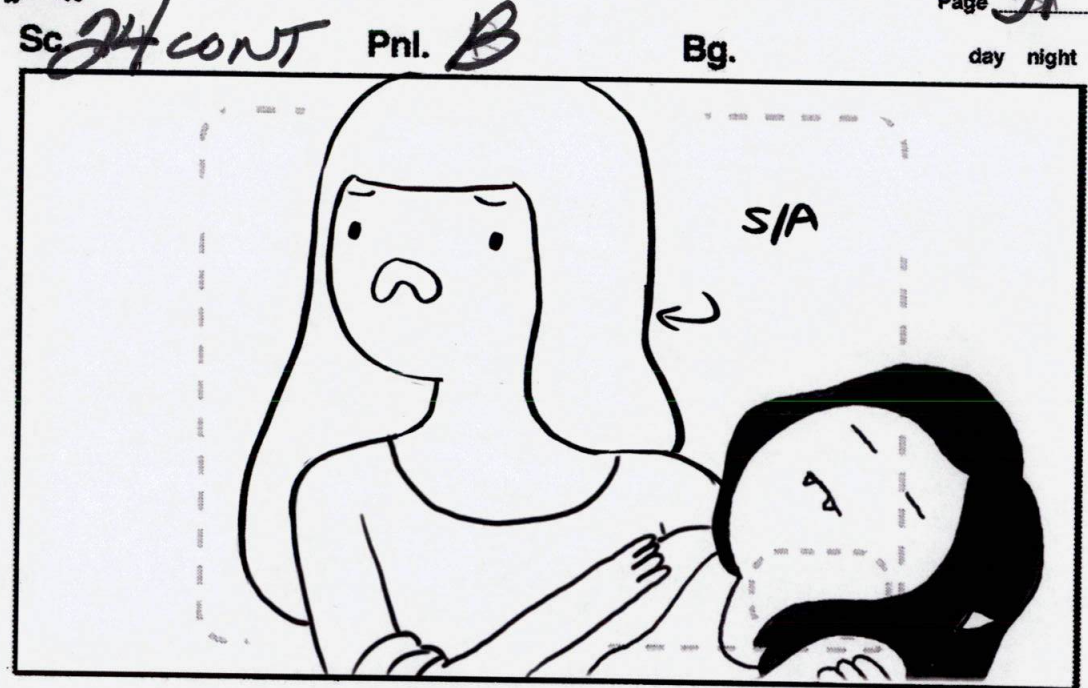
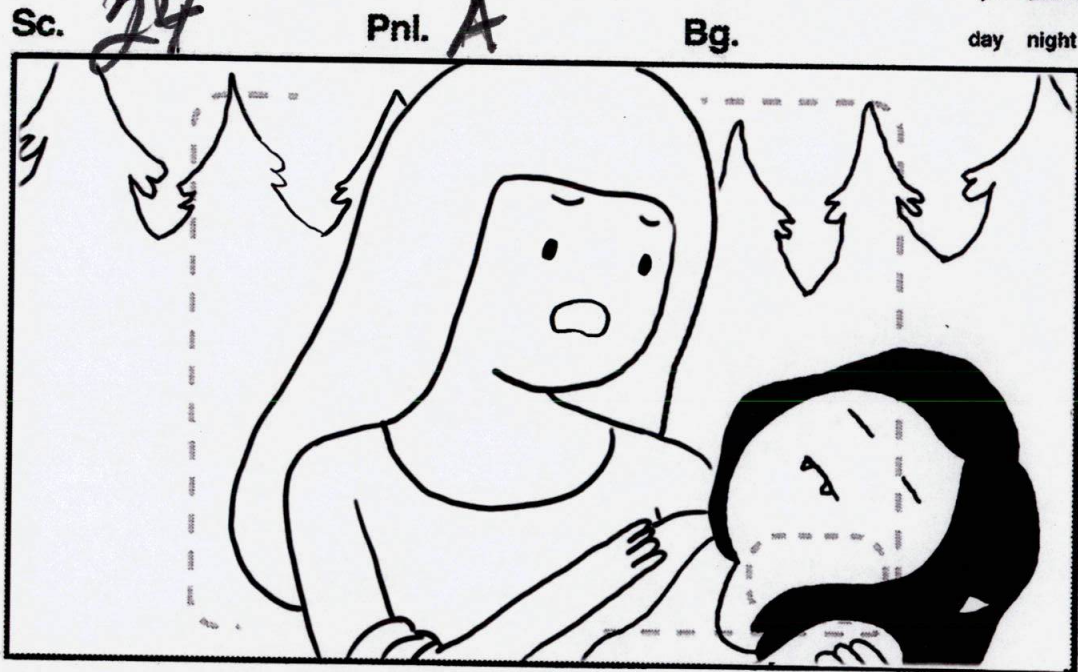
EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Page 31

Dialog:	<u>PB/</u> I believed in myself so much --	<u>PB/</u> That I was BLIND to the possible consequences.
Action:		
Timing:		

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1034/217

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ADVENTURE TIME



Sc.

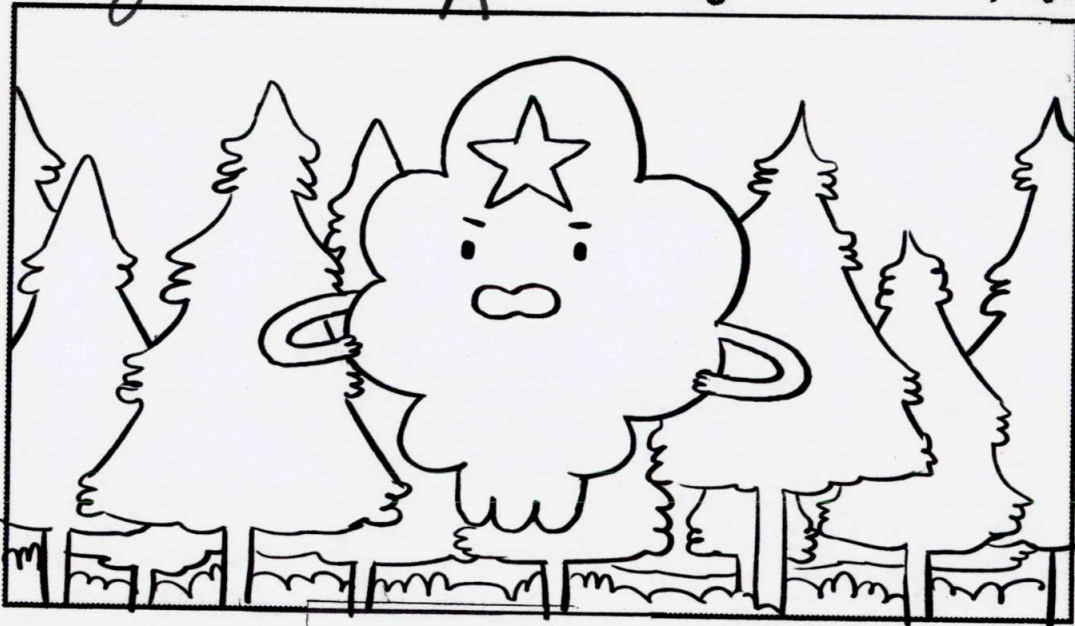
25

Pnl.

A

Bg.

day night



Sc.

26

Pnl.

A

Bg.

Page

37

day night



Dialog:

LSP Don't believe in
yourself so much
then, DUM DUM

Action:

Timing:

PB NOW my best friend
is dying of poison
because of me!



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EPISODE # 1034-217

Production:

1034/217

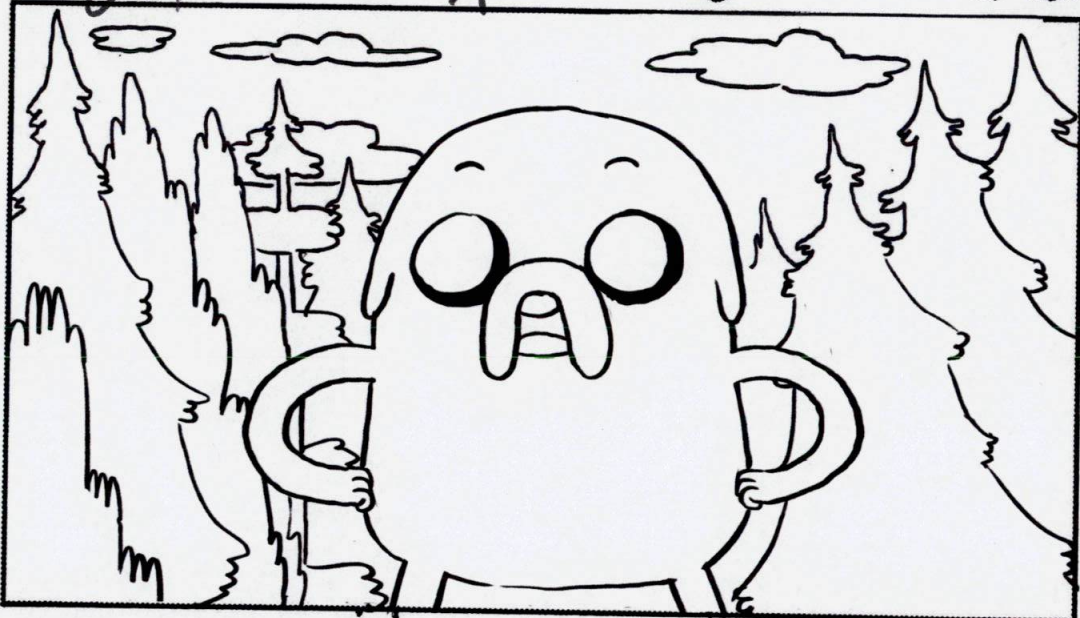
1034/217

1034/217

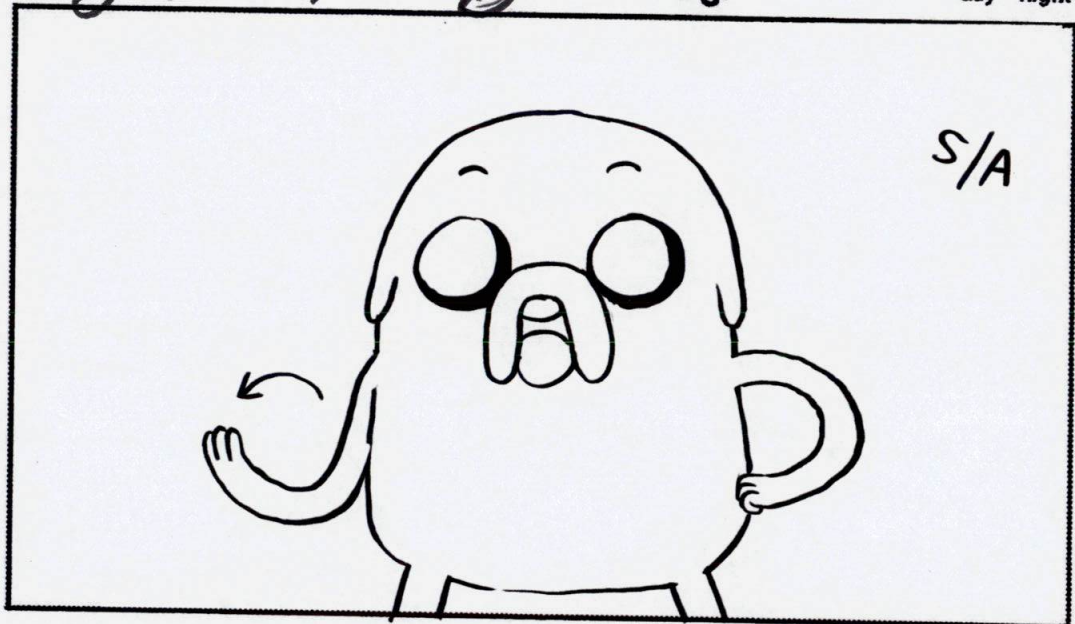
ADVENTURE TIME



Sc. **27** Pnl. **A** Bg. day night



Sc. **27 cont** Pnl. **B** Bg. day night Page **33**



Dialog:

J/ That ain't true PB.

J/ Marci took a risk

Action:

Timing:

APR 28 2015

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EPISODE #

Production:

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1034/217

1034/217

ADVENTURE TIME



Sc. **28**

Pnl. **A**

Bg.

day night

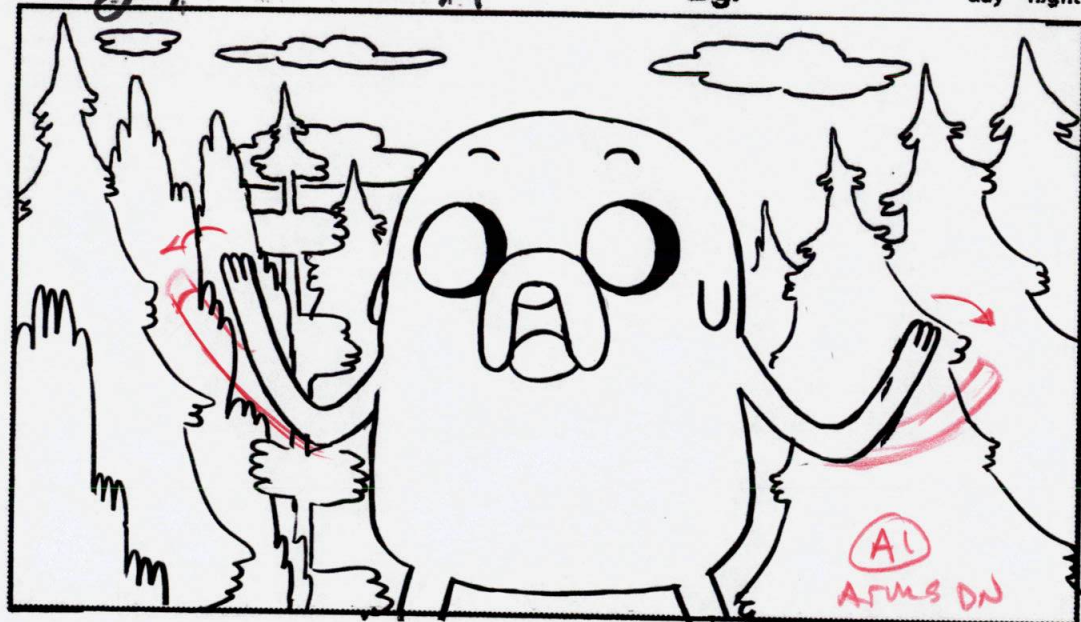


Sc. **29**

Pnl. **A**

Bg.

Page **34**
day night



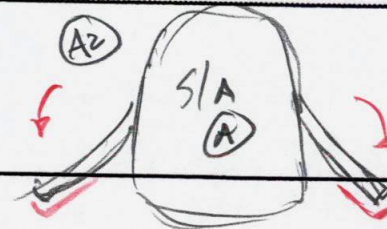
Dialog:

J/ And you helped her
because you're her FRIEND

Action:

J/ Real friends take
each other to the
edge of death

Timing:



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OUS **A**

1034-217

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ADVENTURE TIME



Sc. **29 CONT** Pnl. **B**

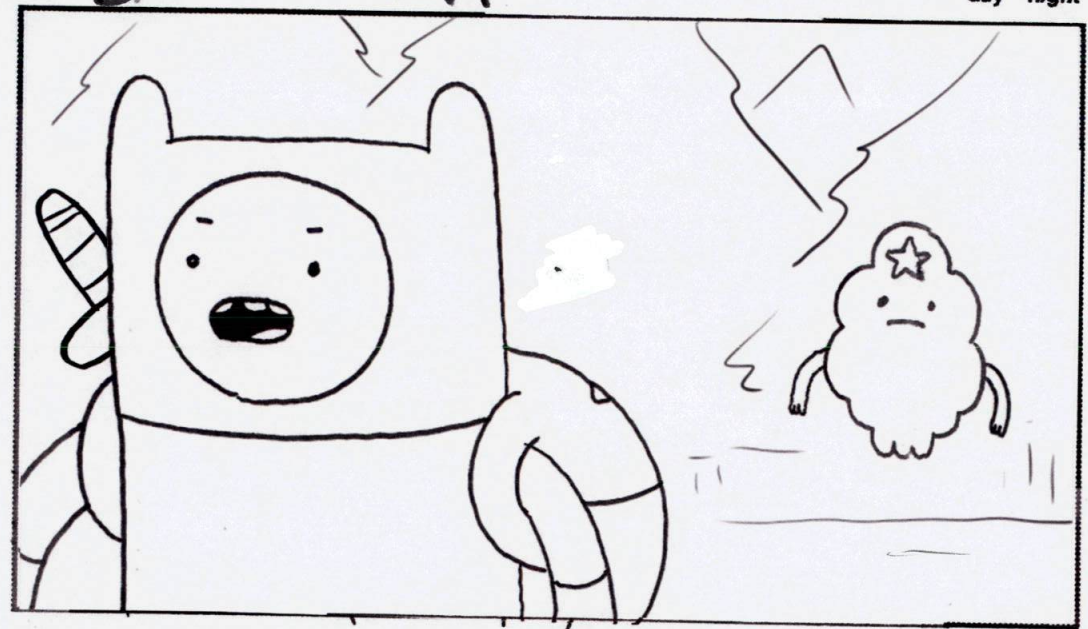
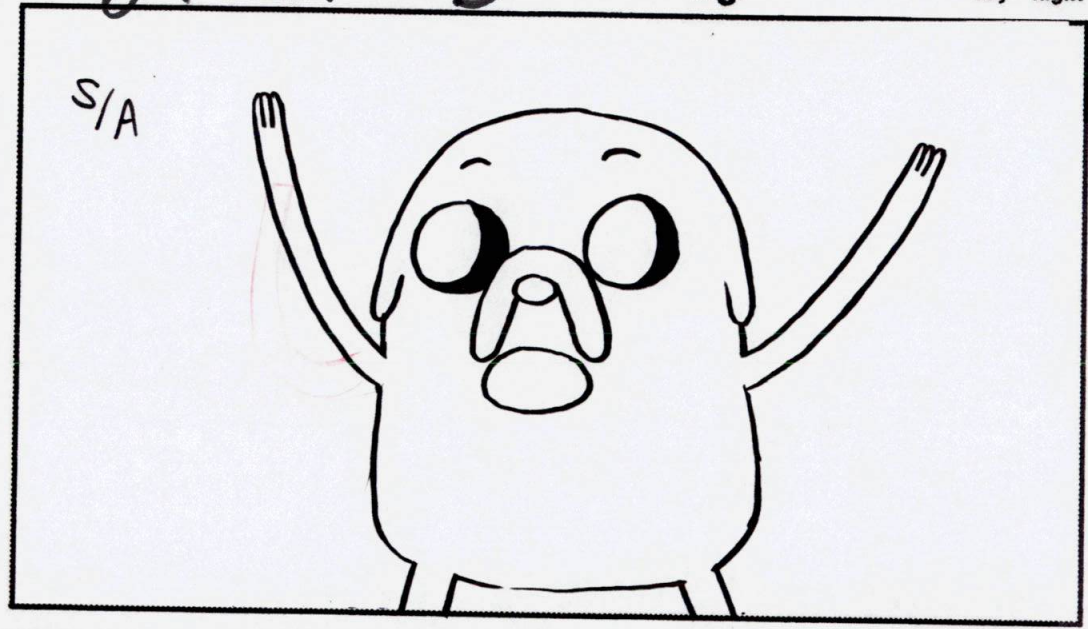
Bg.

day night

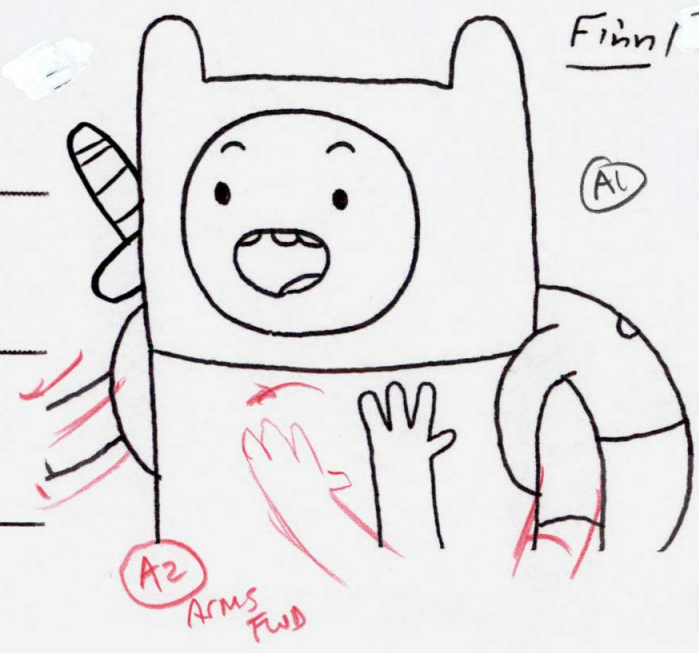
Sc. **30**

Pnl. **A**

Page **35**
day night



Dialog:
J/ Because death is
— life! Right Finn?
Action:
Timing:



Finn/ Shoot yeah I
get poisoned all
the time just
doing the dishes!

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EPISODE # 1034-217

Production:

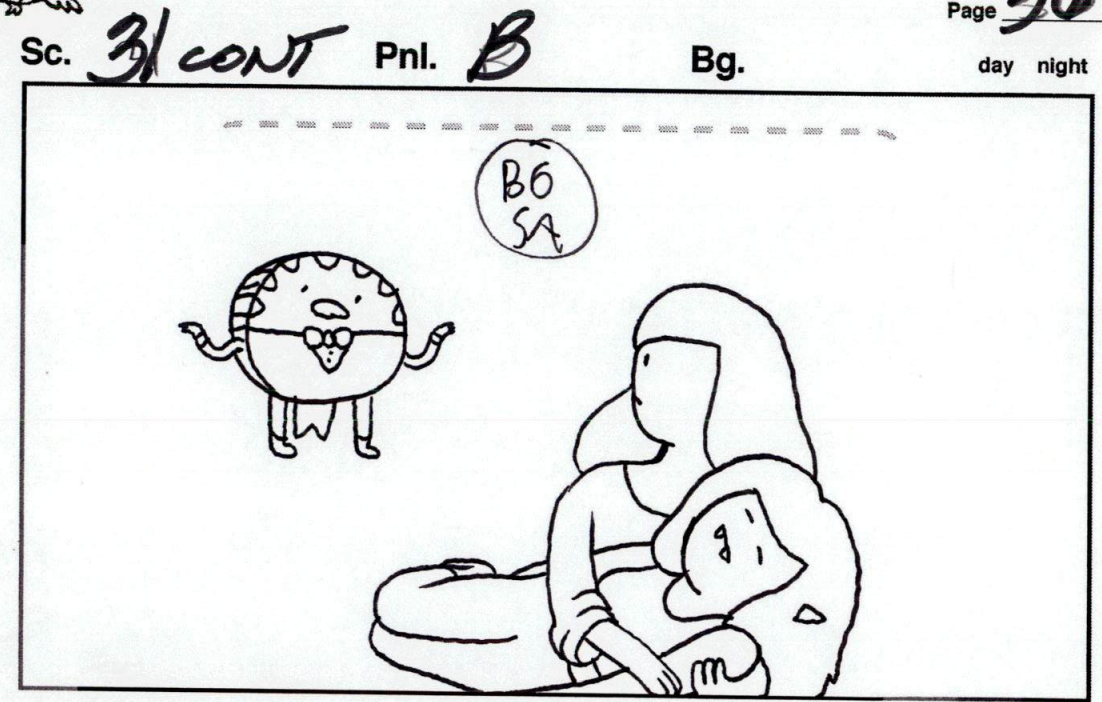
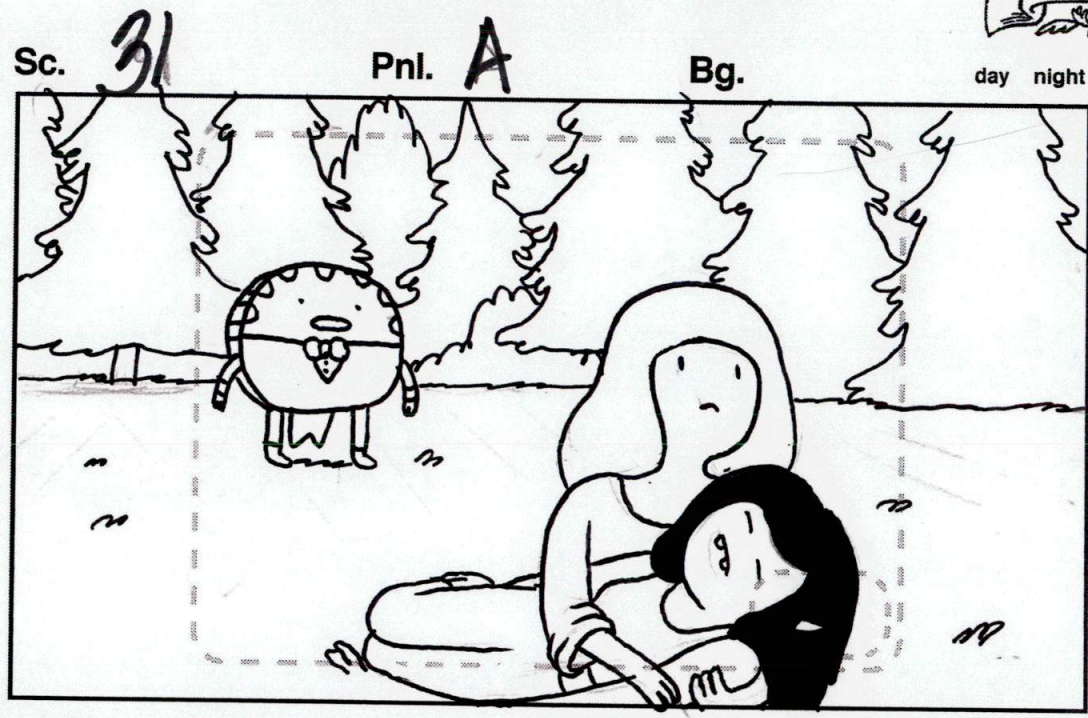
1034/217

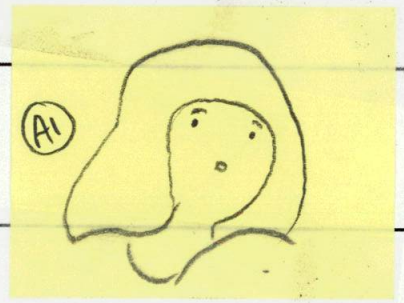
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ADVENTURE TIME



Dialog:	<u>Pep but</u> / I get poisoned on purpose ...	<u>Pep but</u> / For research
Action:		
Timing:		

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Production:

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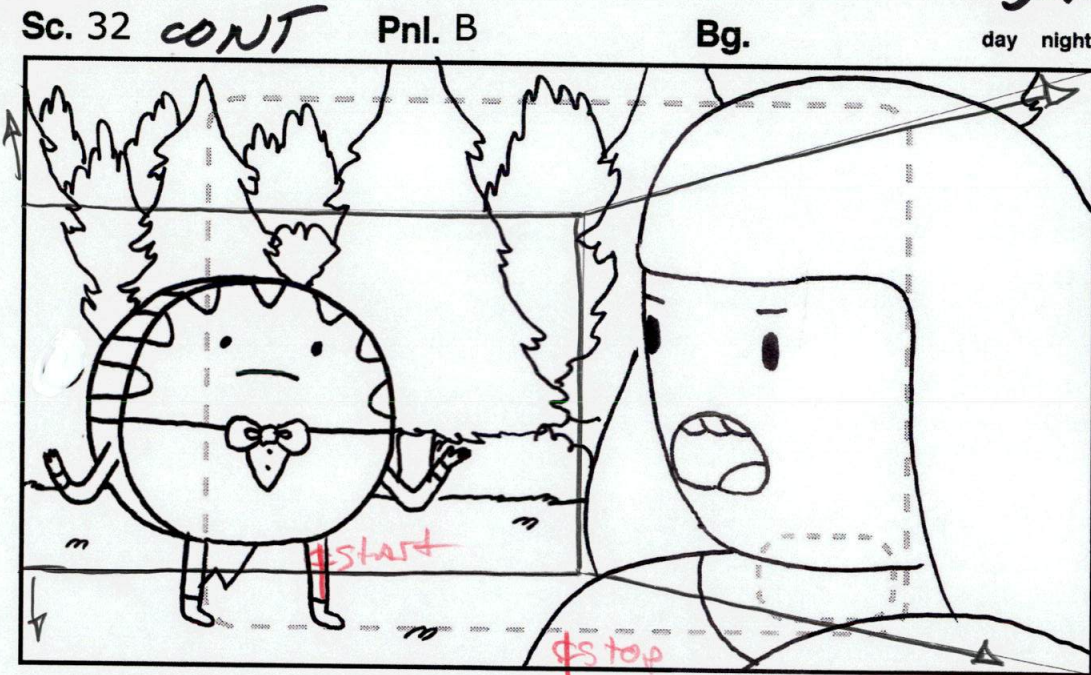
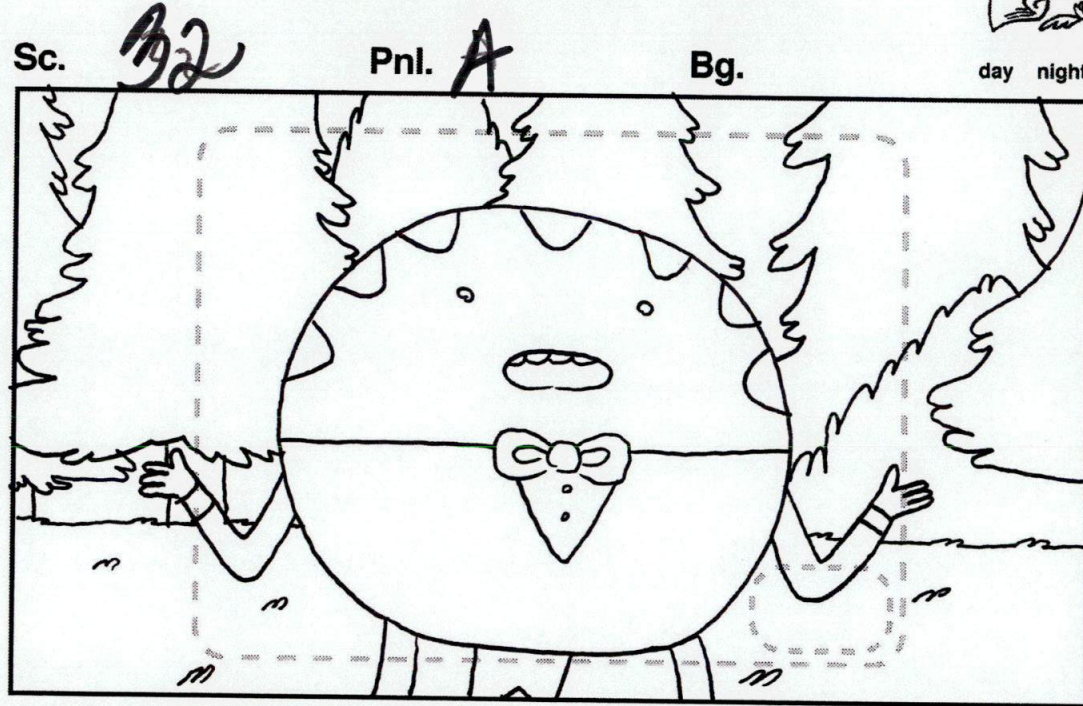
1034/217

ADVENTURE TIME



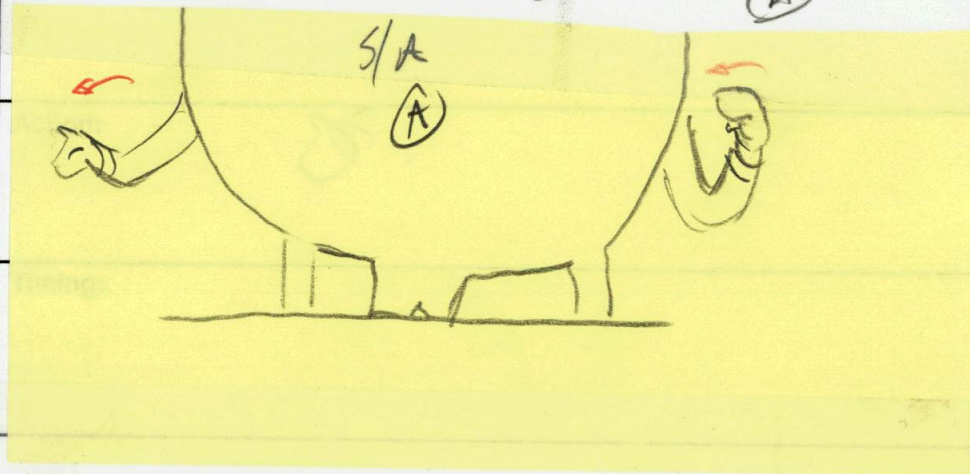
No scene 33

Page **37**
day night

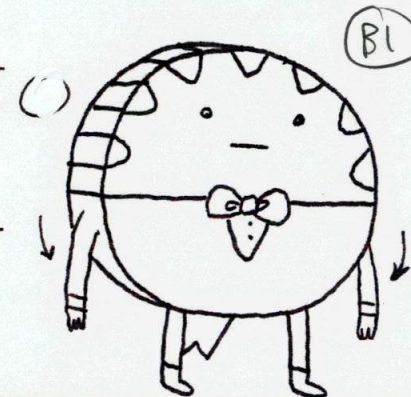


Dialog:

Pepbut / I have a poison lab back at the castle. (A)



PBubblegum / Well let's get our butts over there then!



Diag
Truck out

APR 28 2015

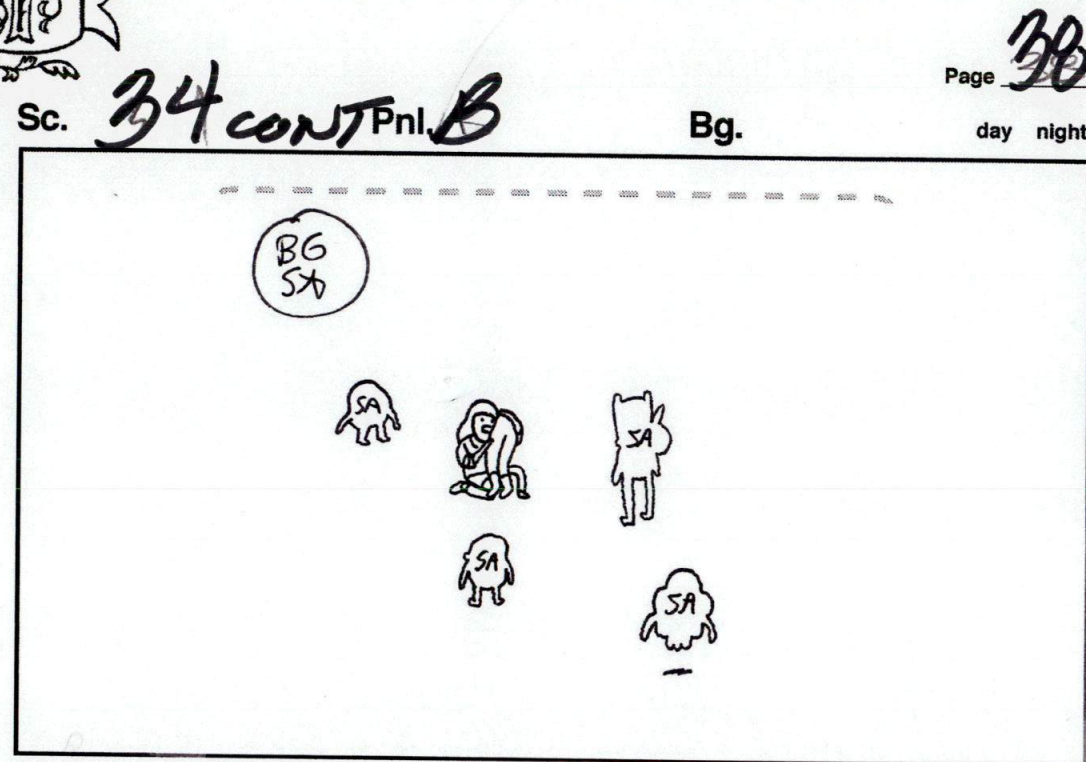
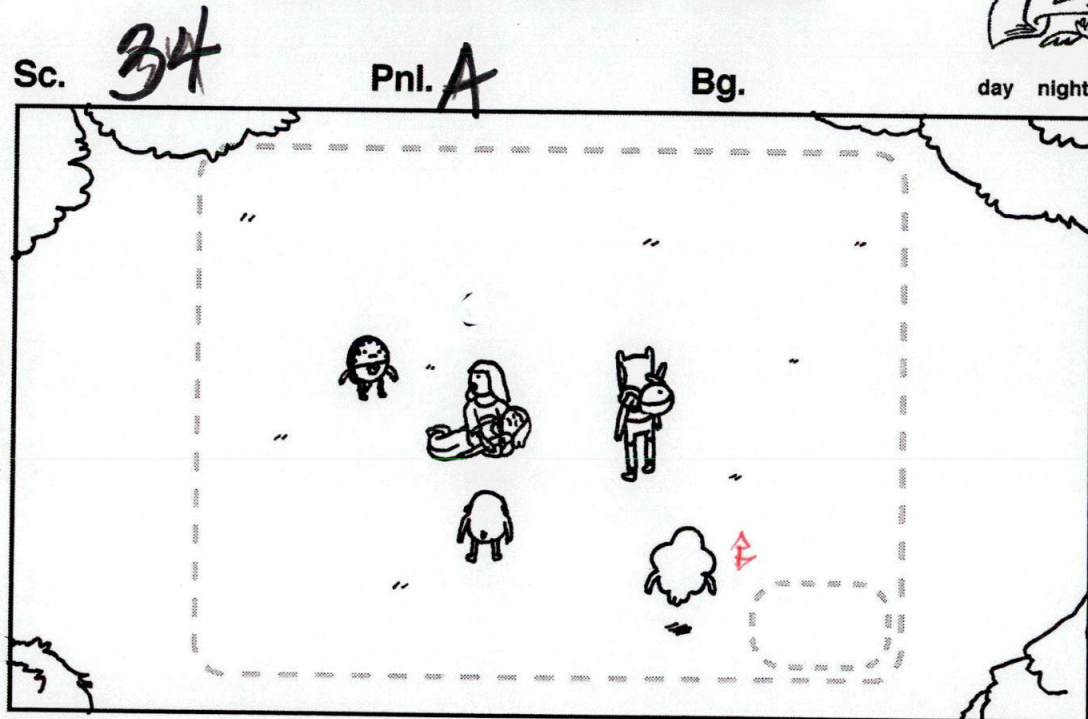
EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Dialog:

PB/① Find "the Moon", Finn.

Action:

Timing:



PB/We'll work on an antidote. You guys take her back to the poison lab.
(blvr "guys take her back" to sound like "guys stake her back")



APR 28 2015

Production:

EPISODE # 1034-217

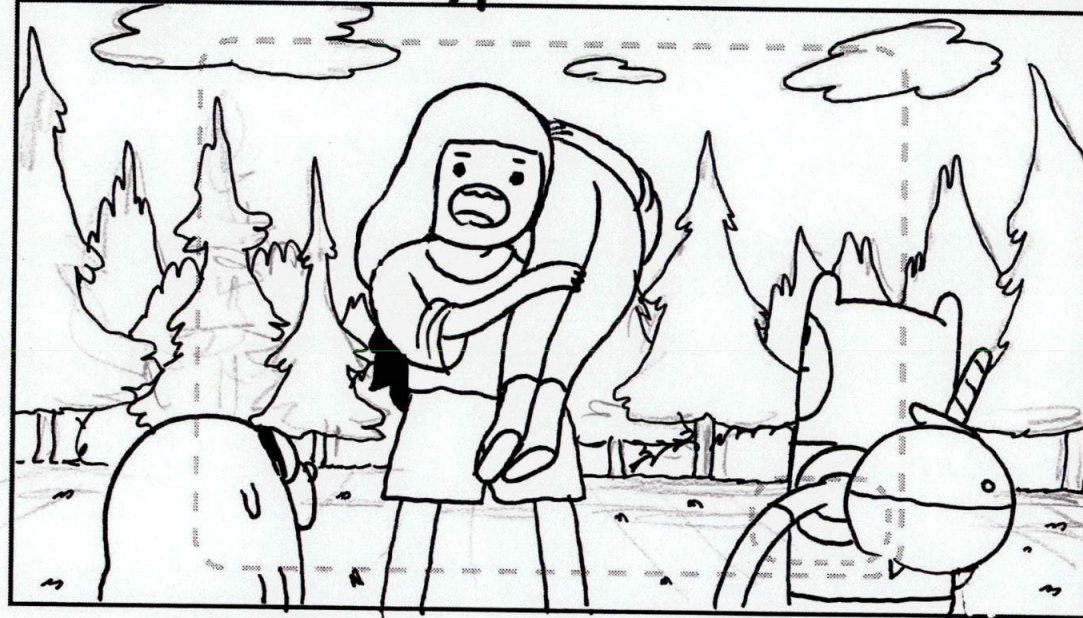
1034/217

1034/217

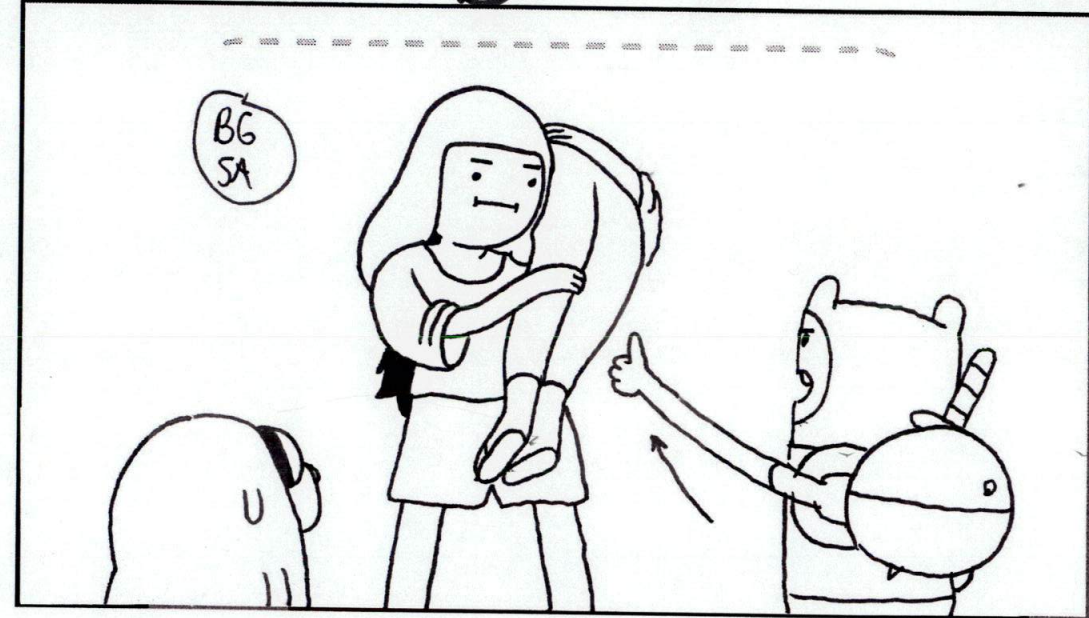
ADVENTURE TIME



Sc. 35 Pnl. A Bg. day night



Sc. 35 CONT Pnl. B Bg. day night



Dialog: PB / maybe we can extract her healing powers.

F : WORD!

Action:

Timing:

APR 28 2015

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EPISODE #

1034/217

Production:

1034/217

1034/217

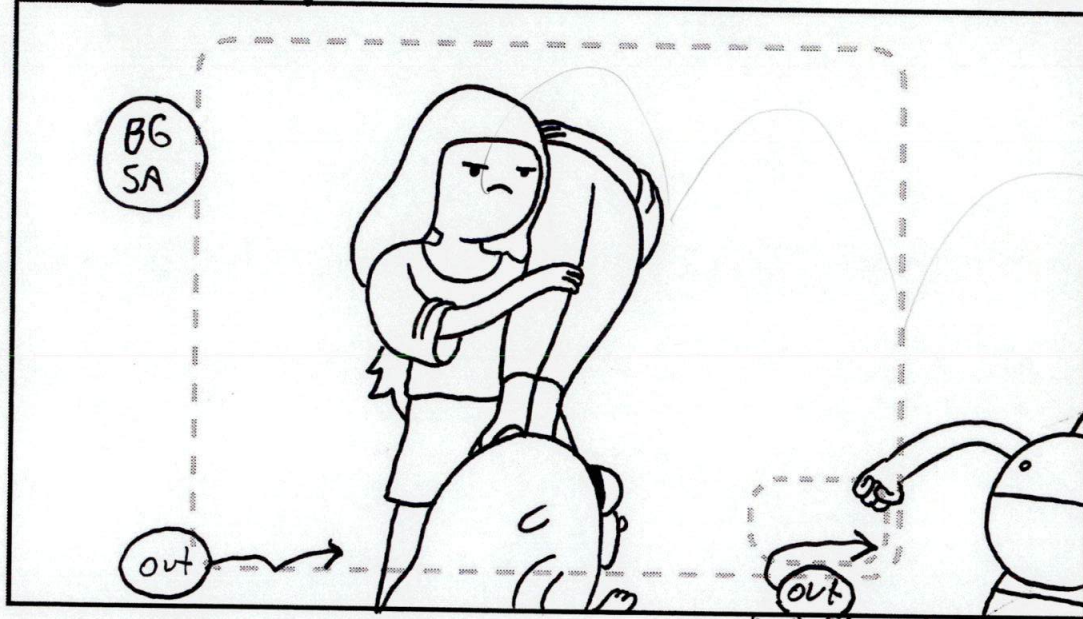
ADVENTURE TIME



Sc. **35 cont** Pnl. **C**

Bg.

day night



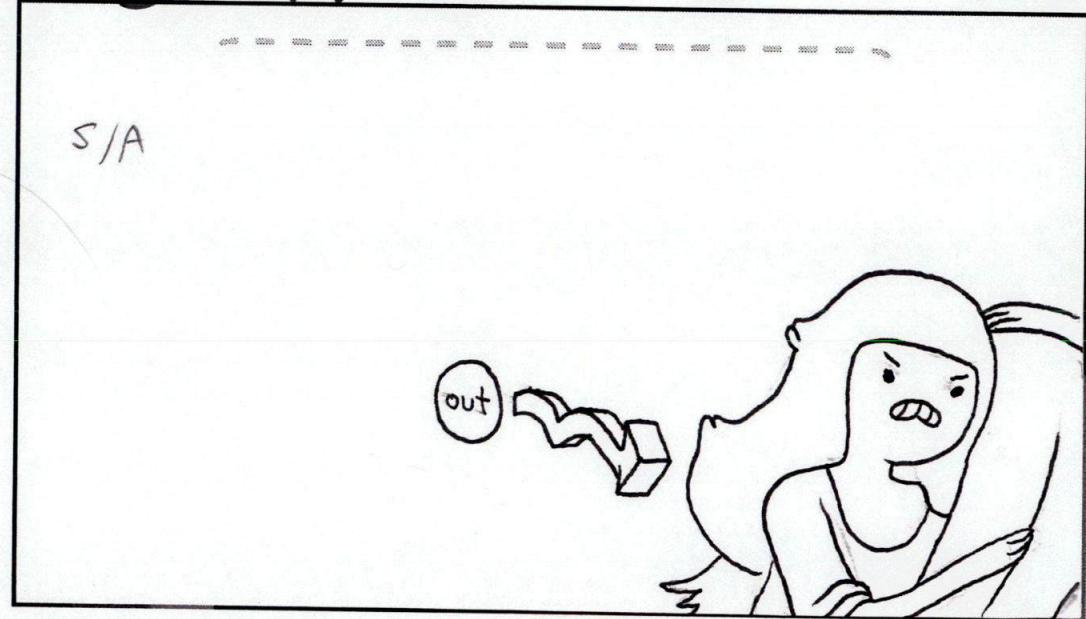
Sc. **35 cont** Pnl. **D**

Bg.

Page

40

day night



Dialog:

Action:

- F+J RUN RIGHT. OFF/S

- PB RUNS OFF/S

Timing:

APR 28 2015

EPISODE # **1034-217**

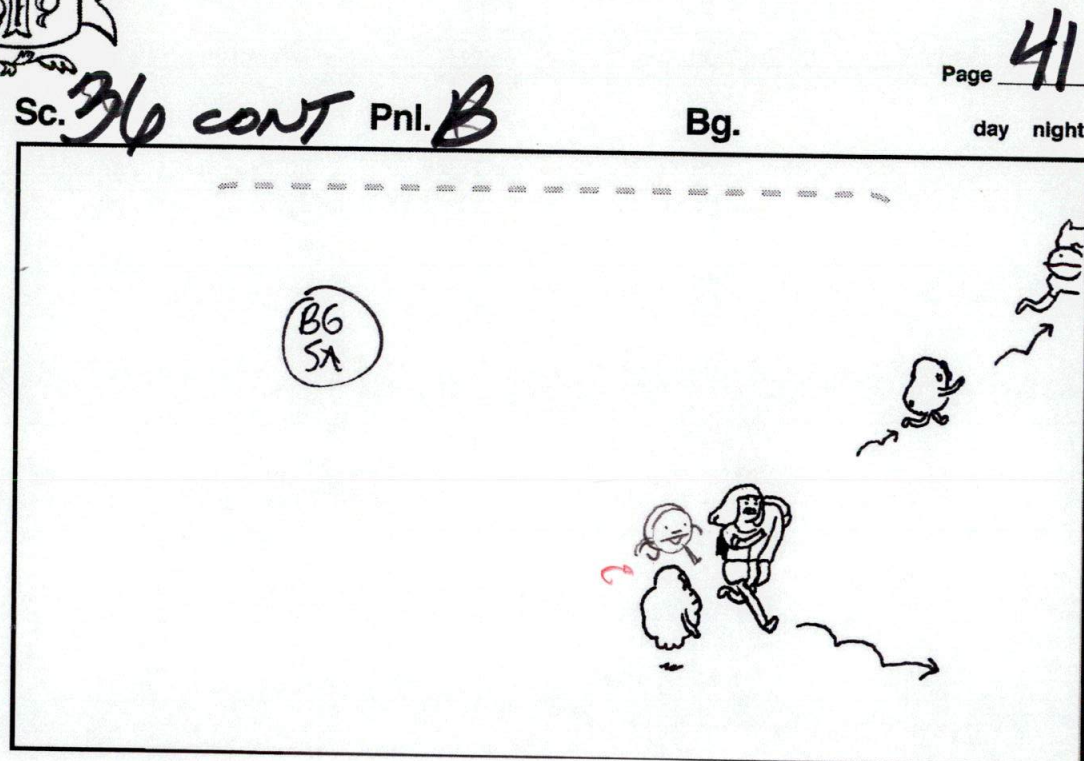
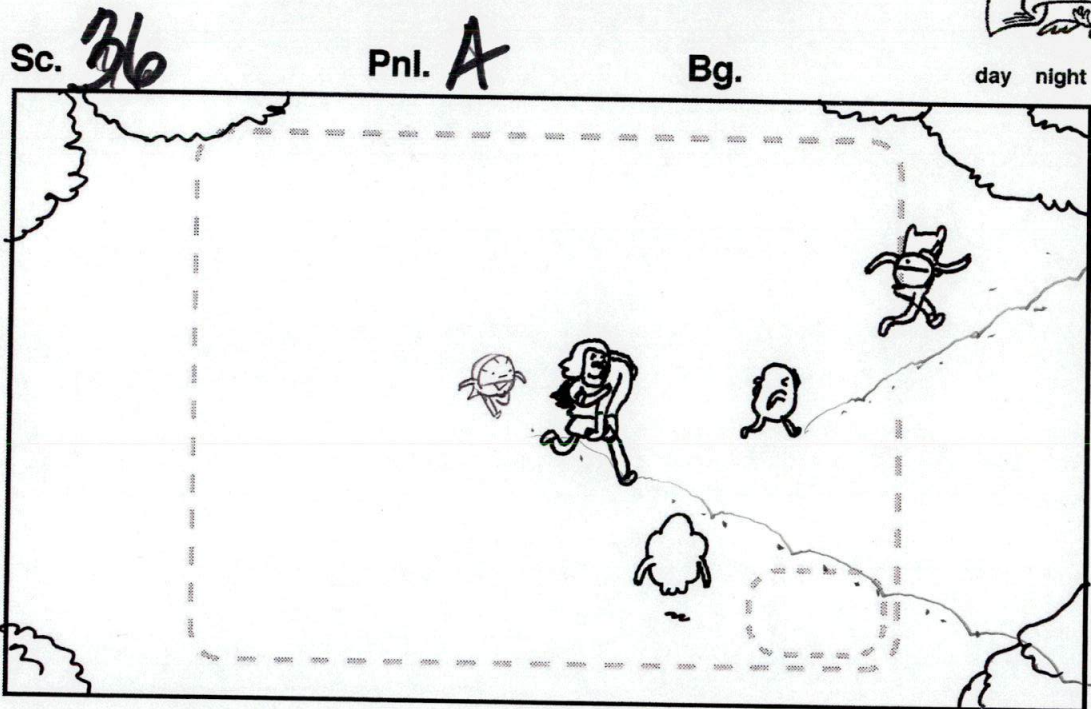
Production:

1034/217

1034/217

1034/217

ADVENTURE TIME



Dialog:

PB/SACK 5 & OS
Fin 3 & OS
DBut 10 & OS

Action:

-PB, PEP-BUT, F, J RUN OFF/S

Timing:

Page **41**
day night

EPISODE # 1034-217

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(B1)



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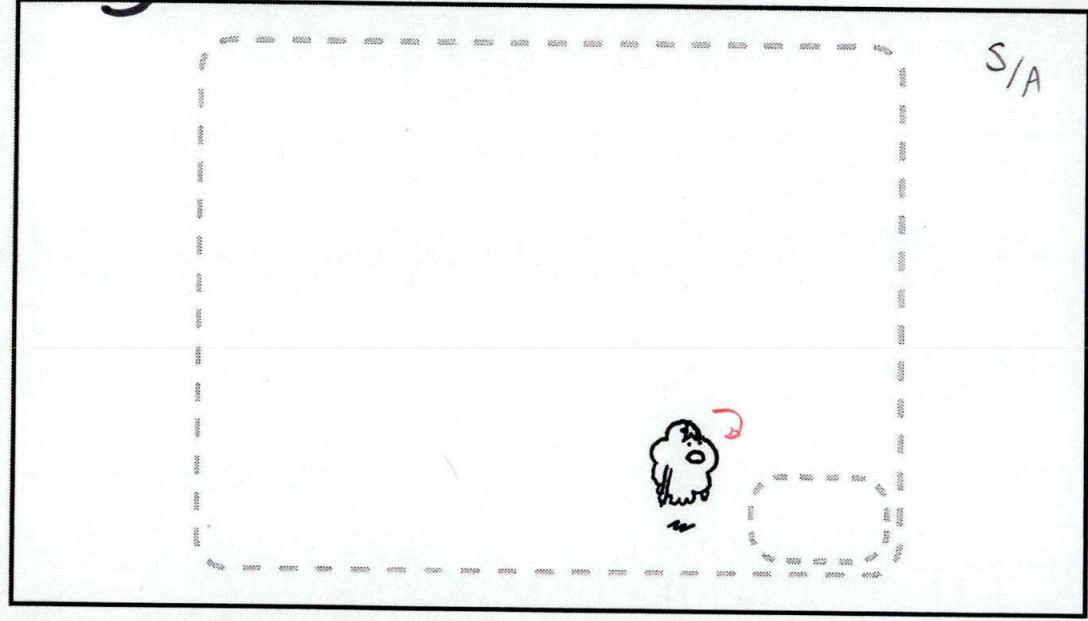
ADVENTURE TIME



Sc. 36 cont Pnl. C

Bg.

day night

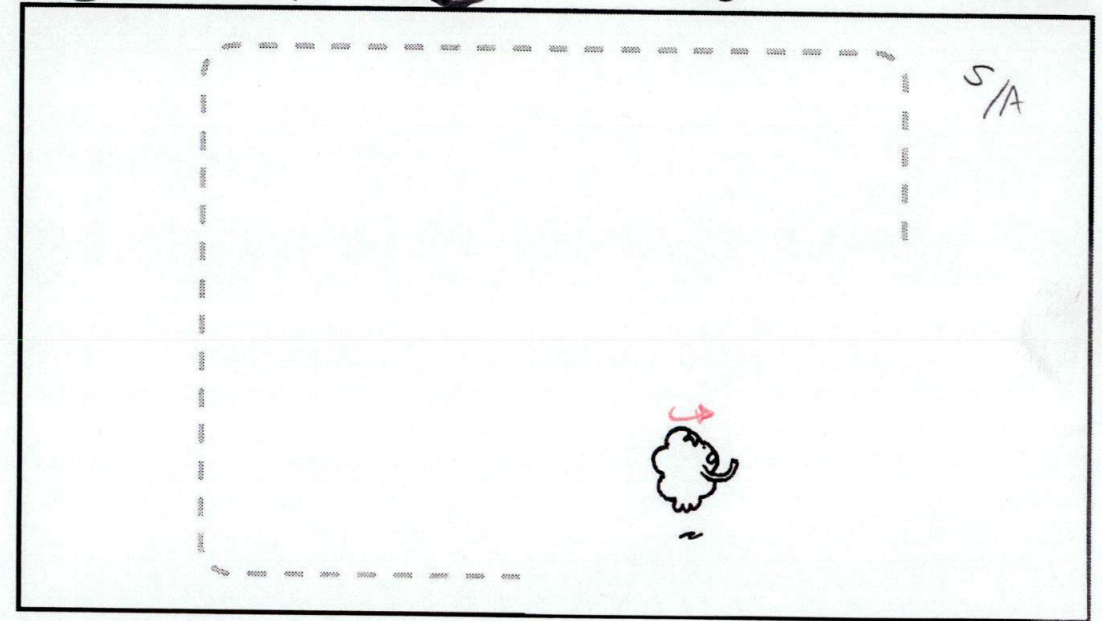


Sc. 36 cont Pnl. D

Bg.

Page 42

day night



Dialog:	<u>LSP</u> / Hey wait	<u>LSP</u> / What should I do?
Action:	- LSP IS LEFT ALONE	
Timing:		

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ADVENTURE TIME



Sc. **37** Pnl. **A** Bg. day night

Sc. Pnl. Bg. day night

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Dialog:	<u>LSP</u> / You guys.
Action:	
Timing:	

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Production:

1034/217

1034/217

ADVENTURE TIME



Sc. **37 CONT Pnl. B**

Bg.

day night



Sc. **37 CONT Pnl. C**

Bg.

day night



Dialog:

LSP/ VH!

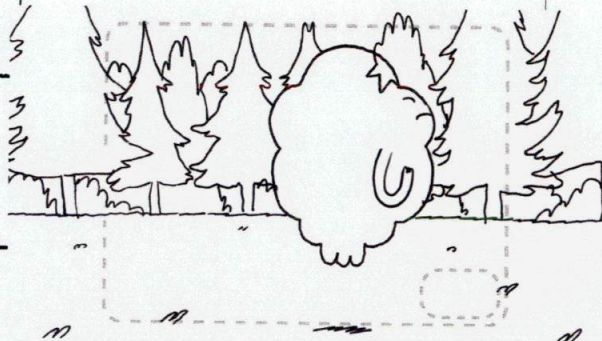
SFX:

= Shlorp =

Action:

+ a forgotten ^(BI) stake pushes out of LSP's back (FROM PT. S)

Timing:



APR 28 2015

Production:

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1034-217

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ADVENTURE TIME



Sc. **37cont** Pnl. **D**

Bg.

day night



Sc. **37cont** Pnl. **E**

Bg.



Page **45**
45A NEXT

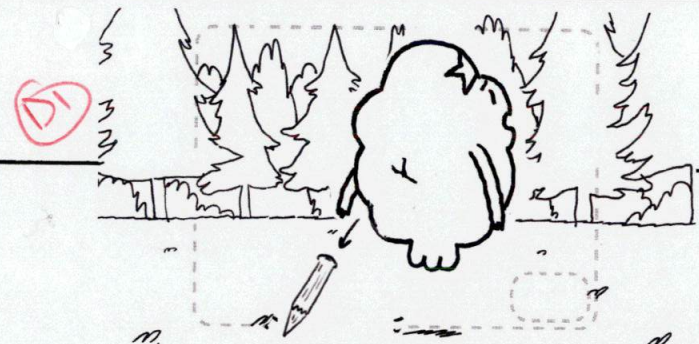
Dialog:

SFX: = PLUNK =
LSP / OOFF!

Action:

- STAKE FALLS TO THE GROUND

Timing:



LSP / BRR! HAAA



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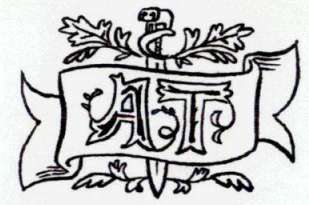
1034/217

1034/217

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ADVENTURE TIME



Sc. 37A

Pnl. A

Bg.

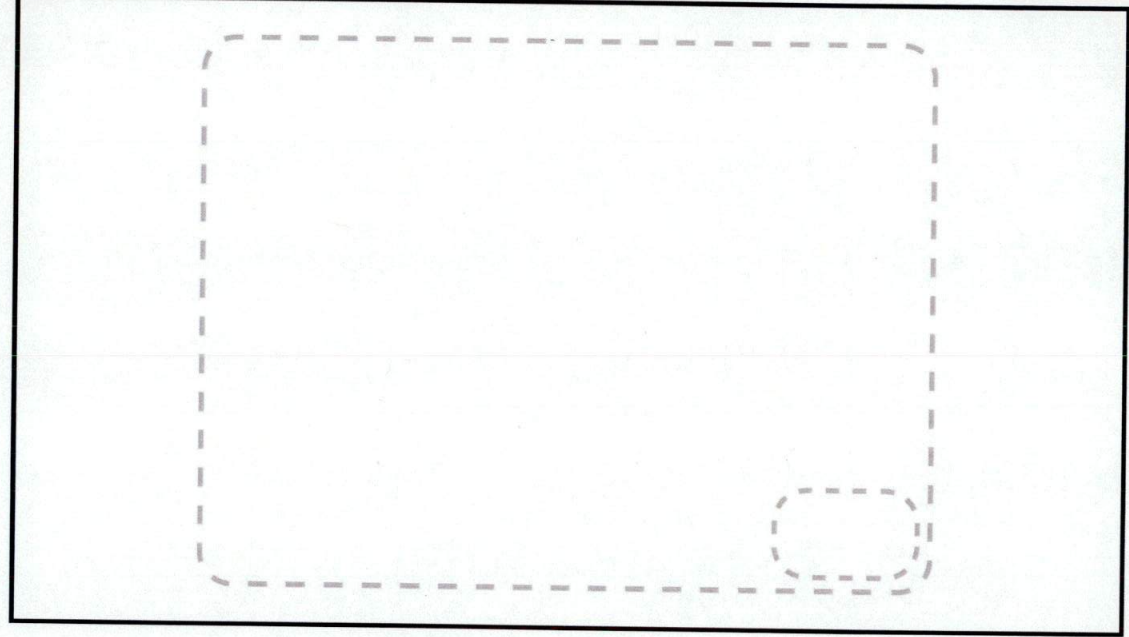
day night



Sc.

Pnl.

Bg.



Page 45A

46 NEXT
day night

Dialog:
Action:
Timing:

APR 28 2015

EPISODE #

1034/217

Production:

1034/217

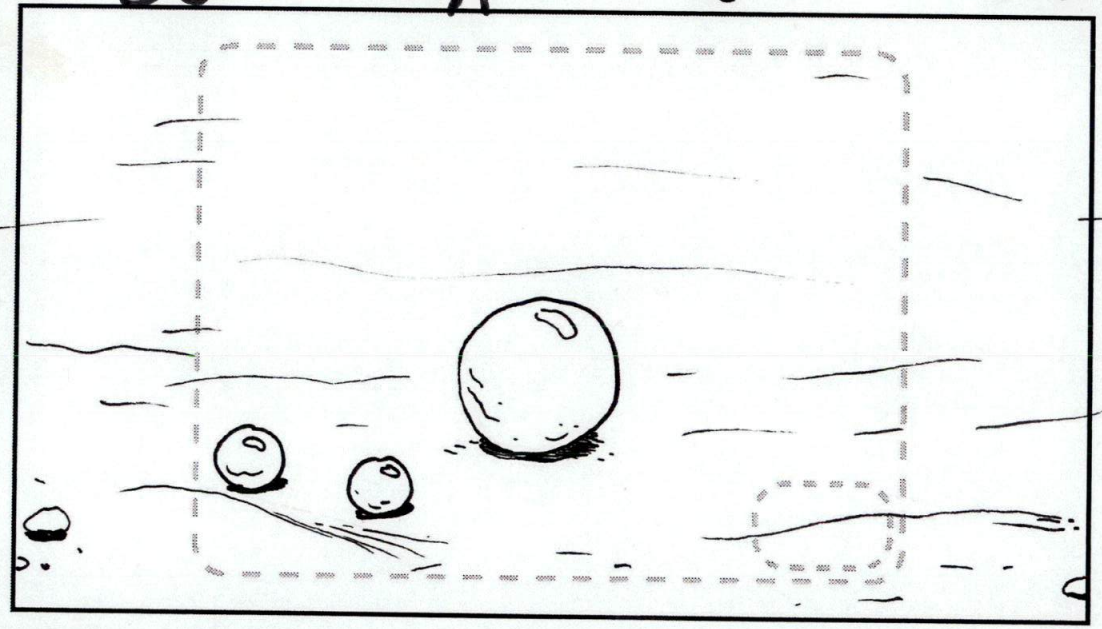
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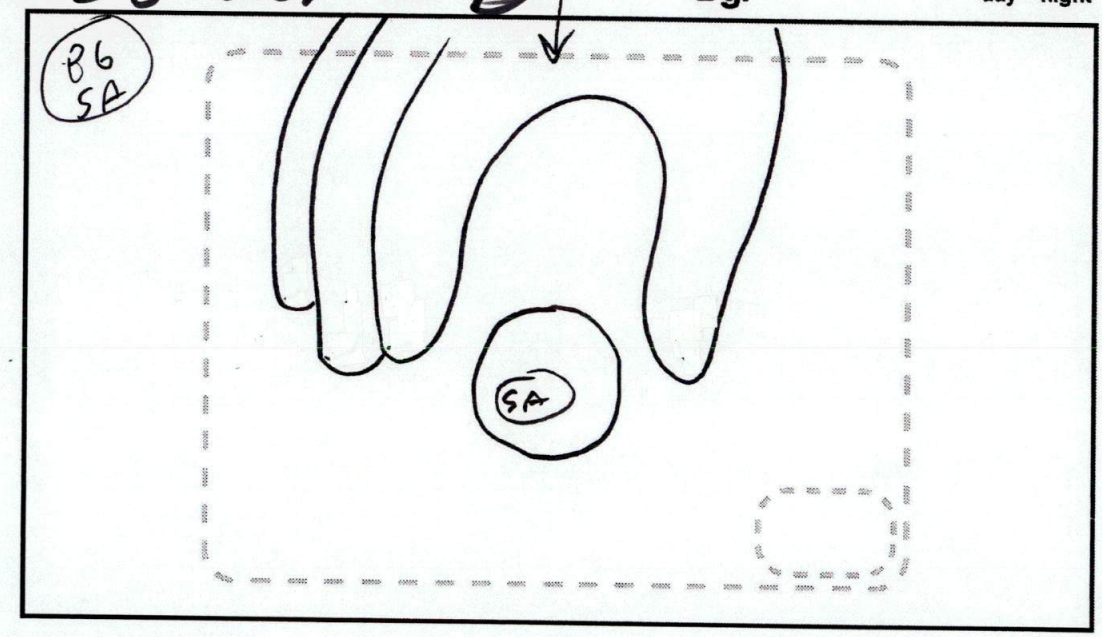
ADVENTURE TIME



Sc. **38** Pnl. **A** Bg. day night



Sc. **38 CONT** Pnl. **B** Bg. day night Page **46**



Dialog	
Action	- CU of MOON PEARLS. (AFTERNOON.)
Timing:	- Finn's hand LOWERS ON/5. APR 28 2015

EPISODE # 1034-217

Production:

1034, 217

1034/217

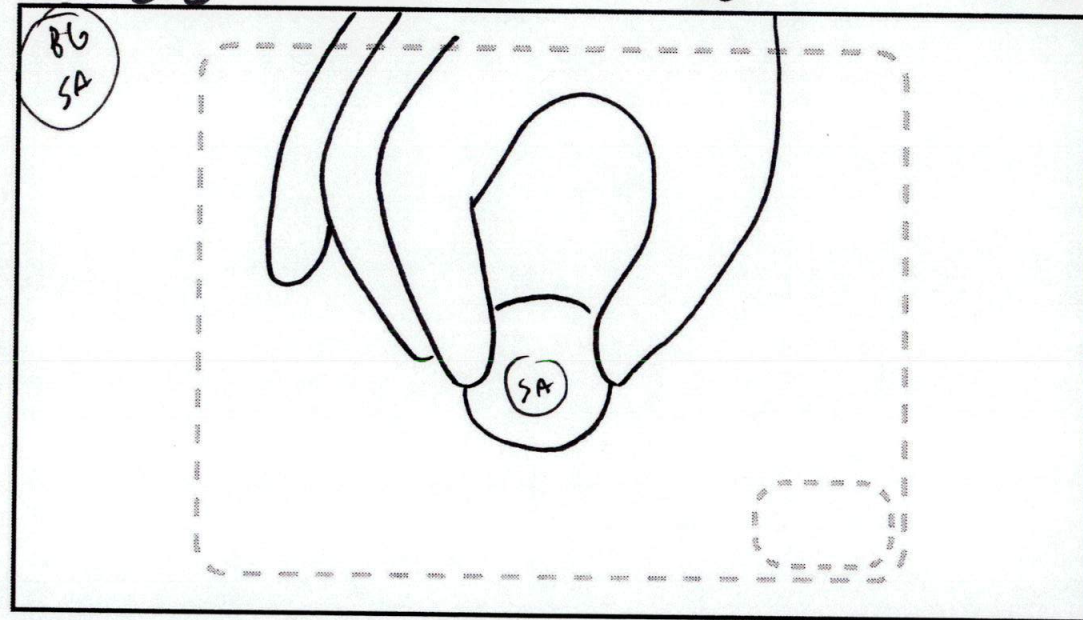
ADVENTURE TIME



Sc. **38 CONT** Pnl. **C**

Bg.

day night

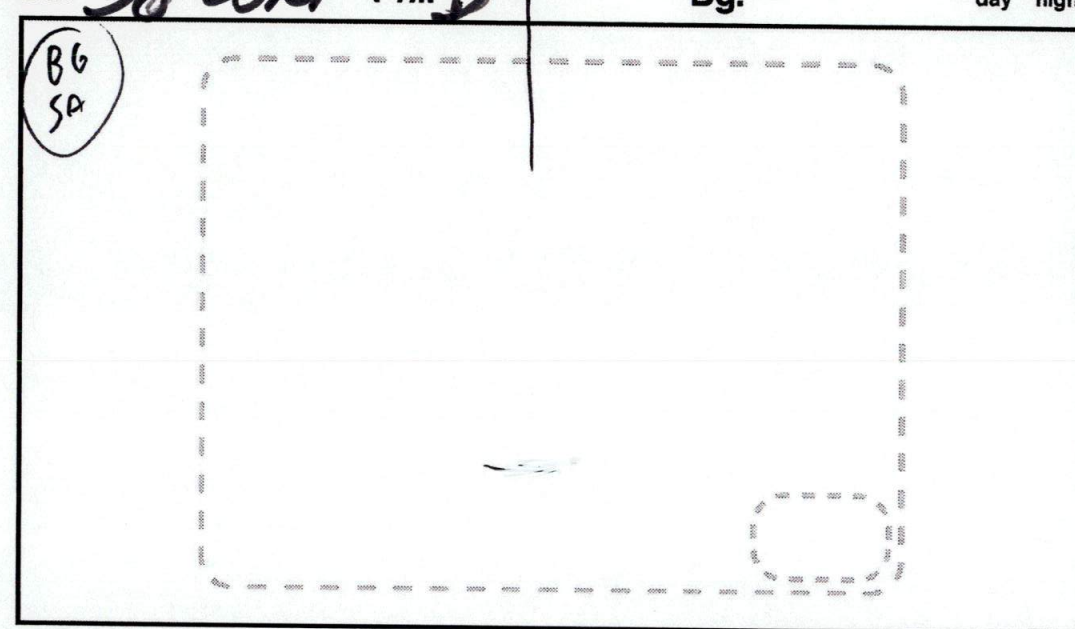


Sc. **38 CONT** Pnl. **D**

Bg.

Page **47**

day night



Dialog:

Action:

- F. grabs PEARL.

Timing:

APR 2-8 2015

Production:

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1034/217

1034/217

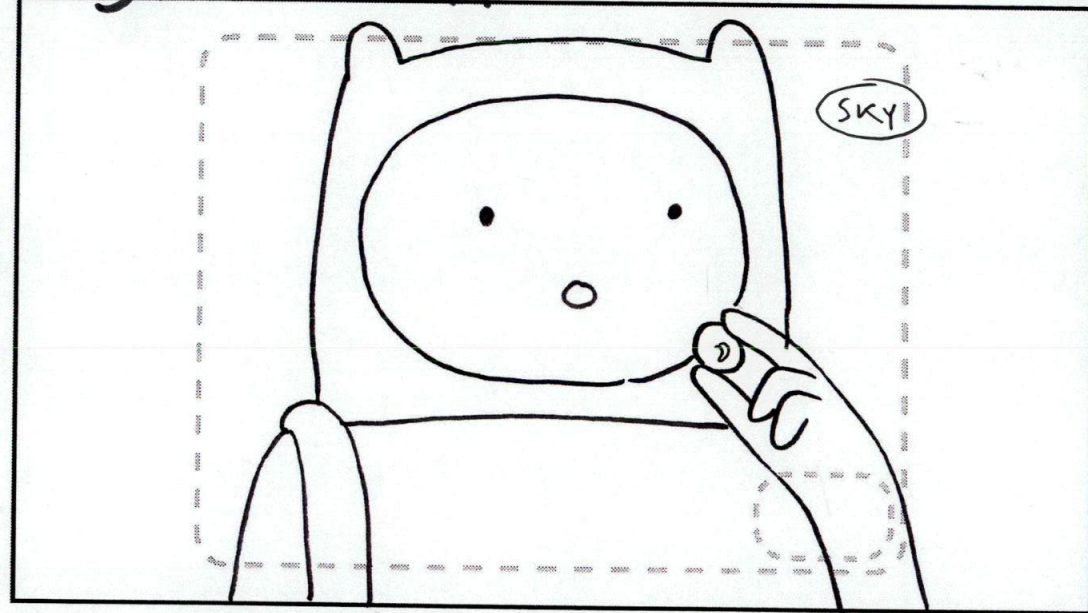
1034/217

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ADVENTURE TIME

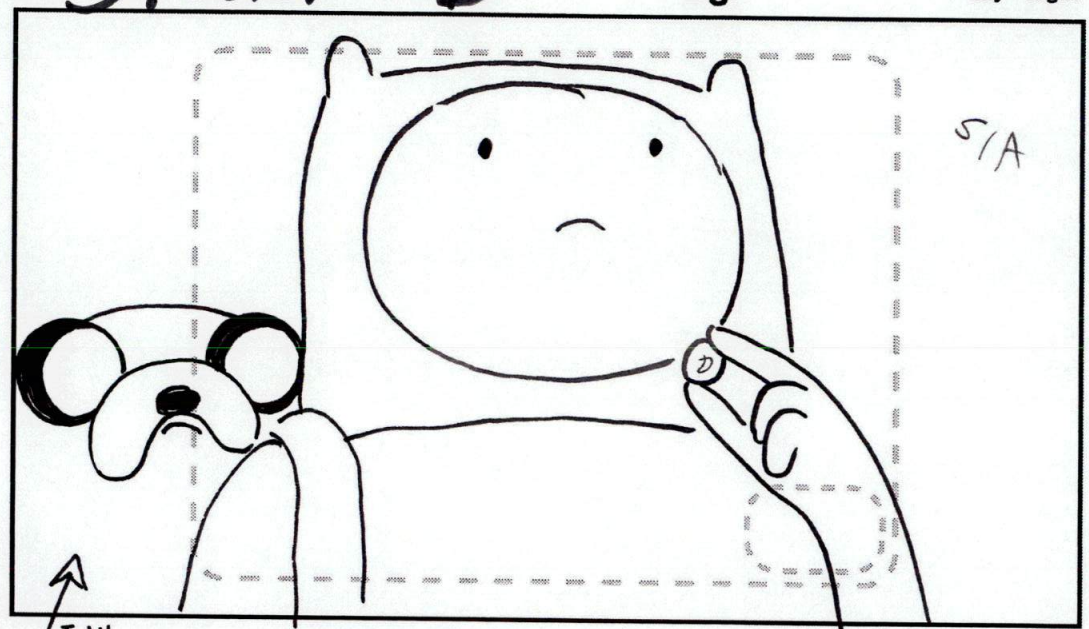


Sc. **39** Pnl. **A** Bg. day night



Sc. **39 CONT** Pnl. **B** Bg. day night

Page **48**



Dialog:	(F) moon pearls ...
Action:	-J. WALKS ON/S.
Timing:	APR 28 2015

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EPISODE #

1034/217

Production:

1034/217

1034/217

ADVENTURE TIME



Sc. **40**

Pnl. **A**

Bg.

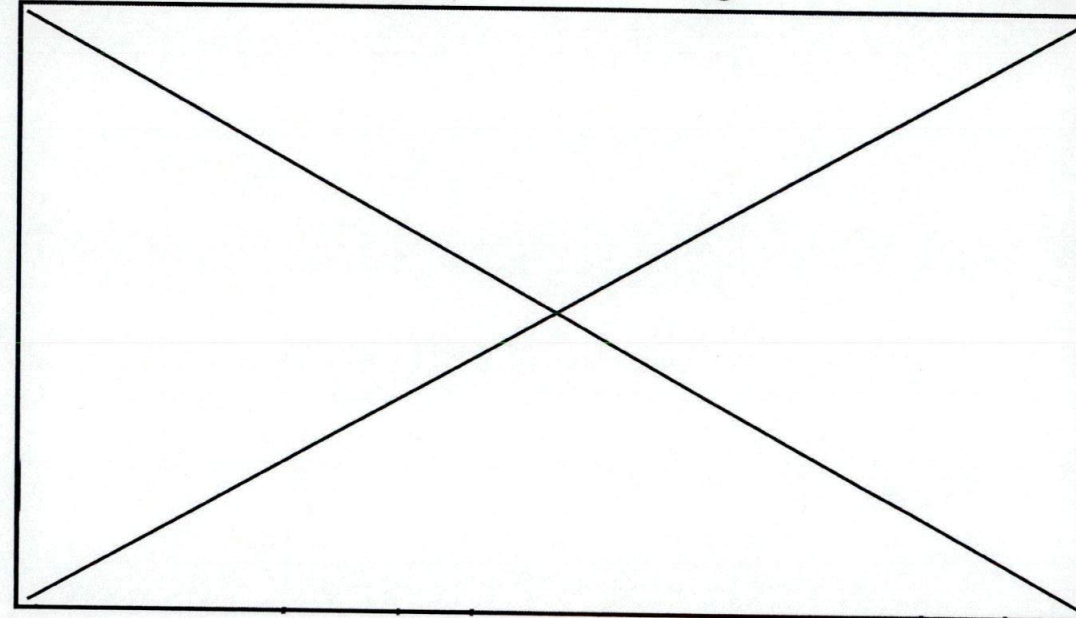
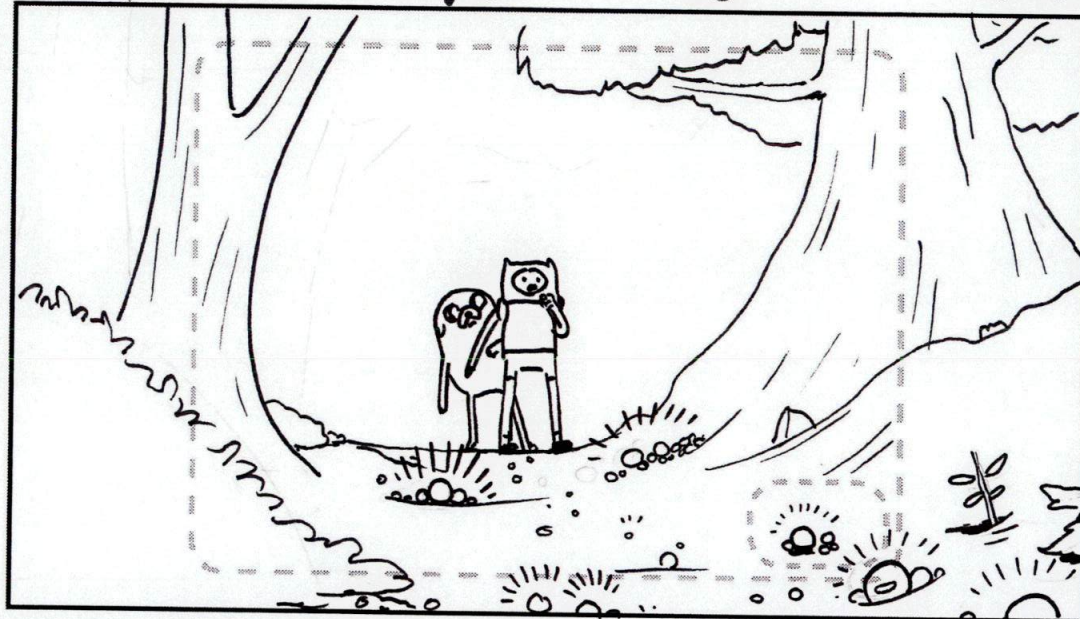
day night

Sc. OUT

Pnl.

Bg.

Page **49**
day night



Dialog:

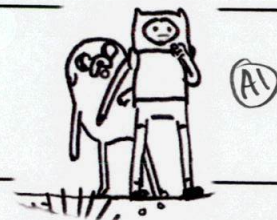
(F) we're on her trail
(J) GROSS!

Action:

— Pearls glowing/shining along forest path

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Timing:



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Production:

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ADVENTURE TIME

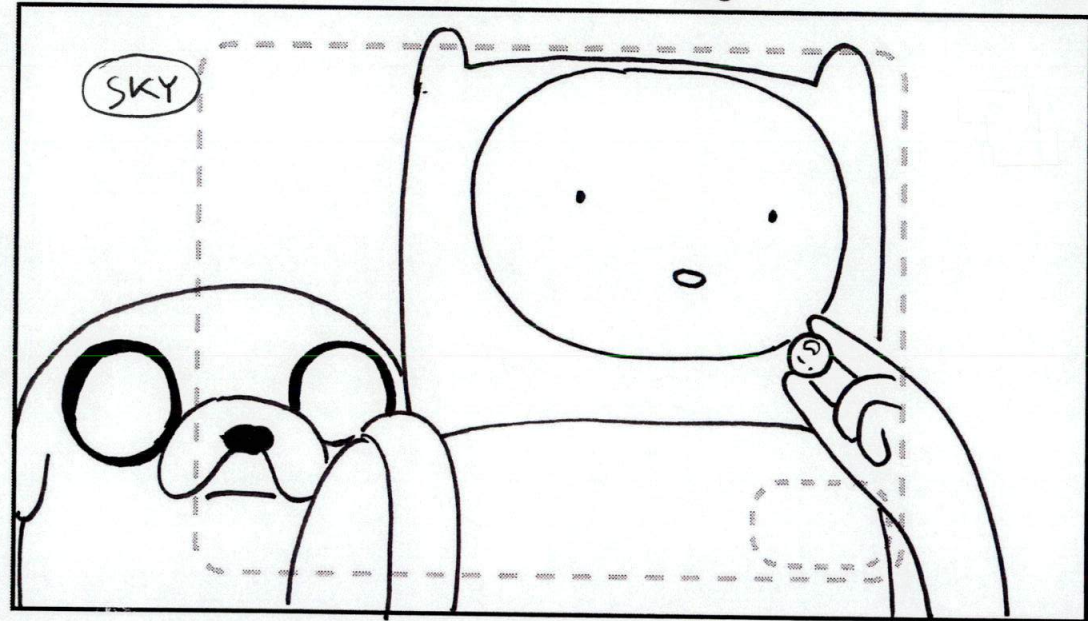


Sc. **41**

Pnl. A

Bg.

day night

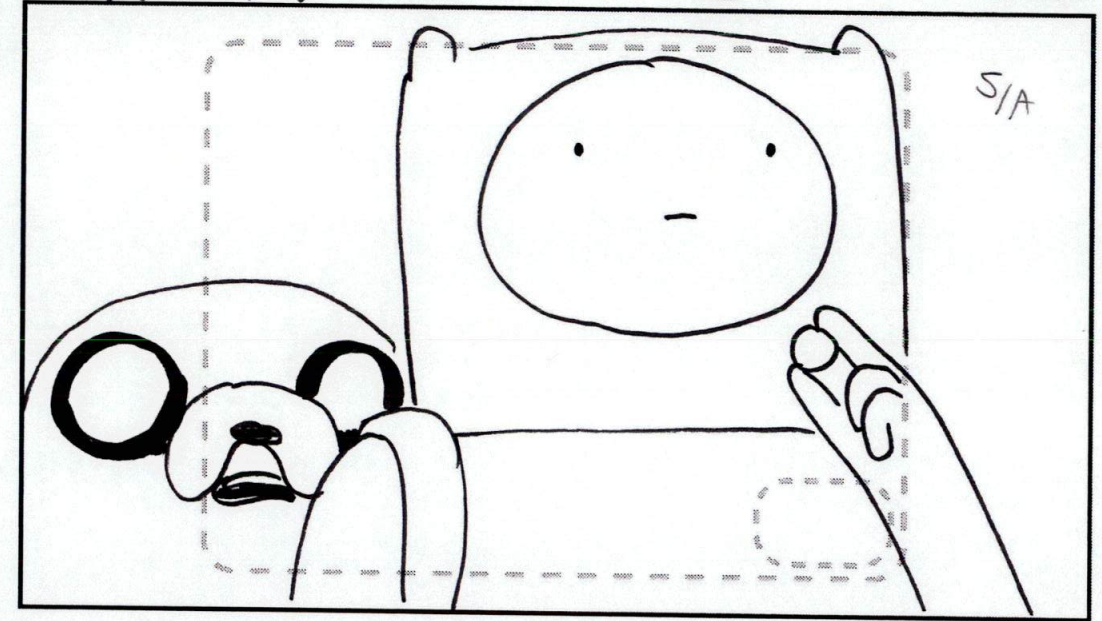


Sc. **41/CONT**

Pnl. B

Bg.

day night



Dialog:

(F) I think they're Pretty ...

(J) What if they're like, her boogers

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME

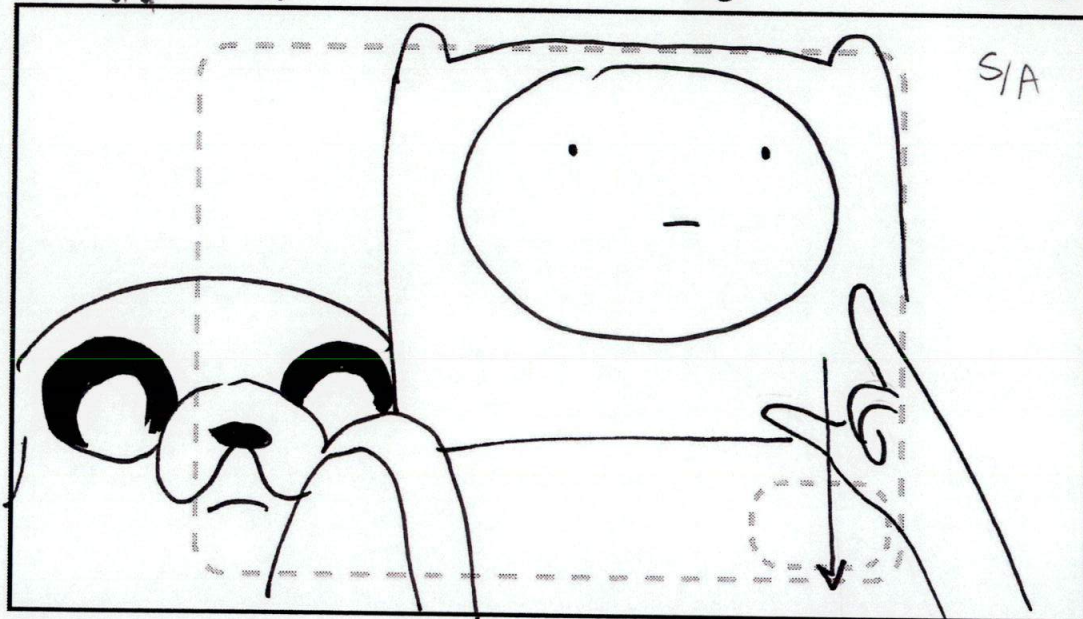


Sc. **4/CONT**

Pnl. C

Bg.

day night



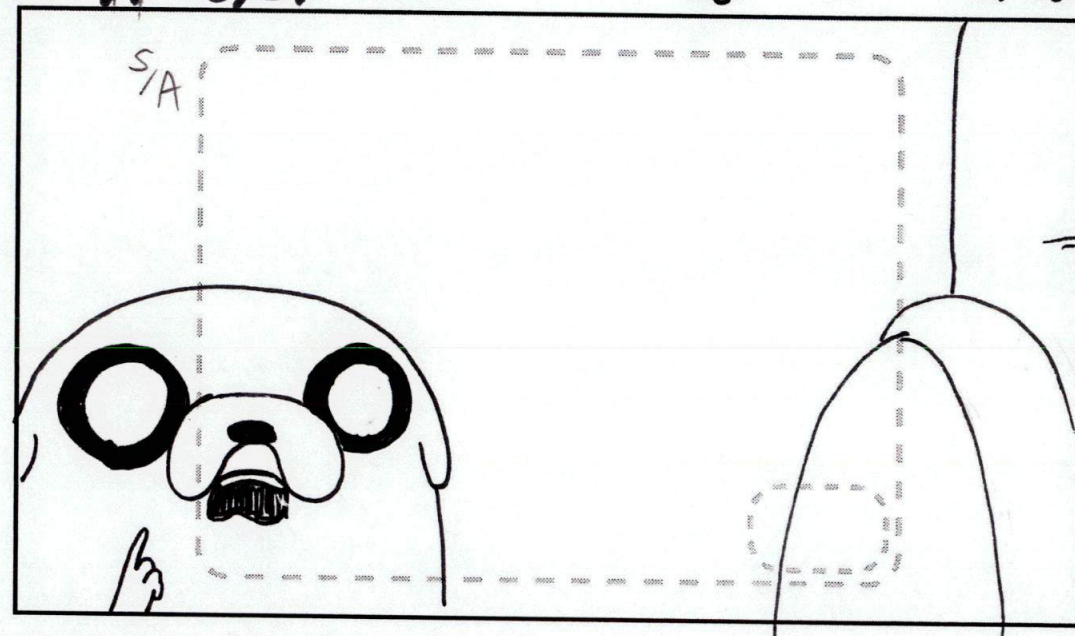
OUT

Sc. **4/CONT**

Pnl. D

Bg.

day night



Finn
Out

EPISODE #

1034-217

1034/217

Dialog:

J or worse -

Action:

- Finn drops Pearl

- FINN WALKS OFFS

Timing:

APR 2-8 2015

Production:

1034/217

ADVENTURE TIME

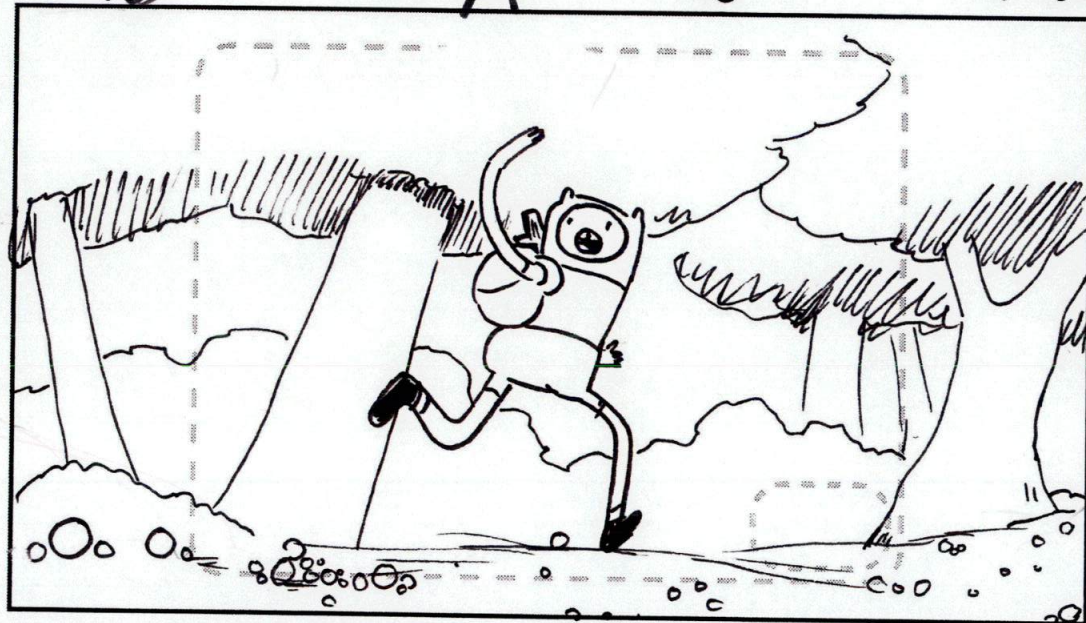


Sc. **42**

Pnl. **A**

Bg.

day night



Sc. **42 cont.**

Pnl. **B**

Bg.

day night



Page **52**

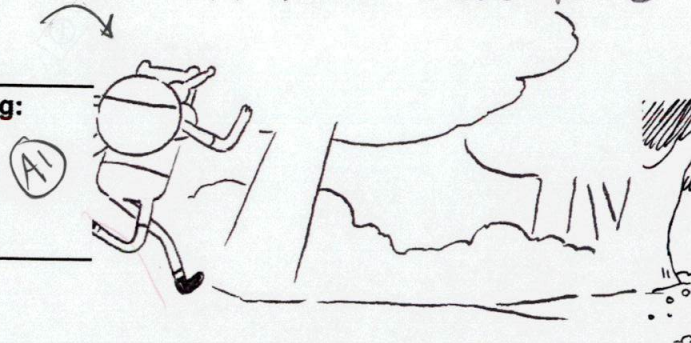
Dialog:

(F) c'mon Jake!

Action:

F. RUNS FOLLOWING PEARLS.

Timing:



APR 2-8 2015

Production:

EPISODE # 1034-217

1034/217

1034/217

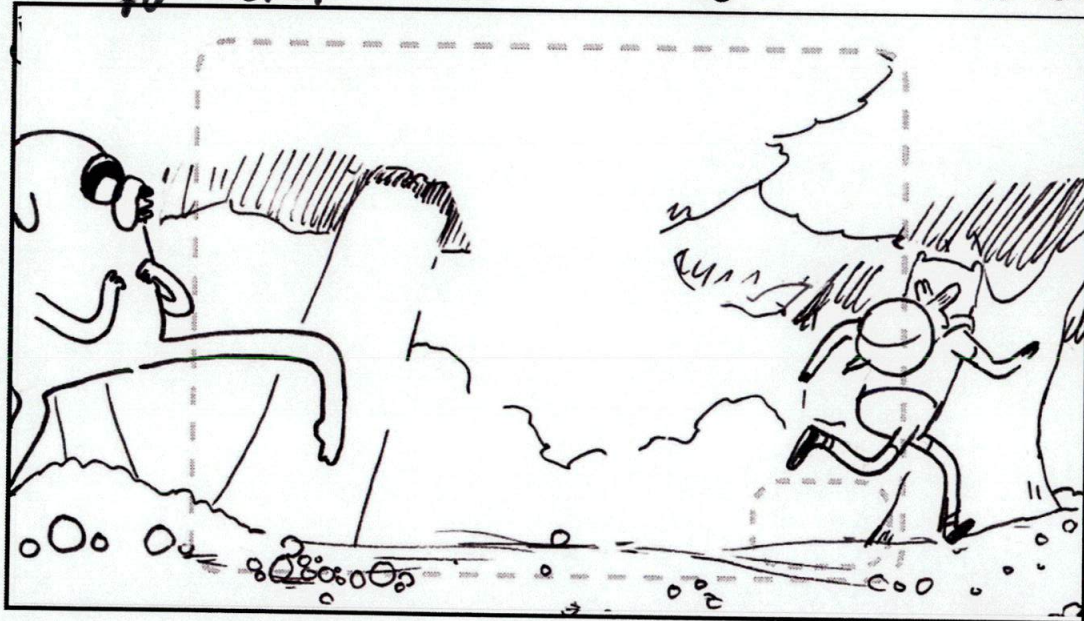
ADVENTURE TIME



Sc. 42 CONT Pnl. C

Bg.

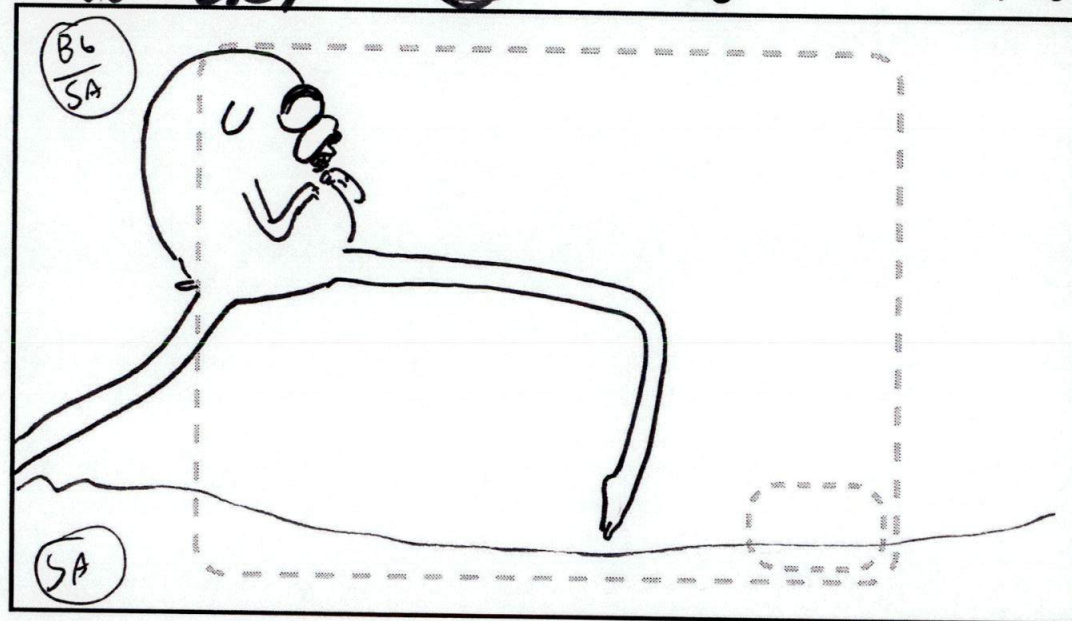
day night



Sc. 42 CONT Pnl. D

Bg.

day night



Dialog:

(J) ew ew

(J) ew ew

Action:

- J. QUICKLY TIPTOES - DOWN TRAIL.

APR 2-8 2015

Timing:

EPISODE # 1034-217

Production:

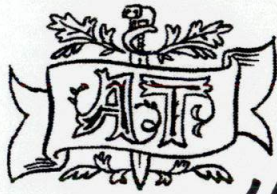
1034/217

1034/217

1034/217

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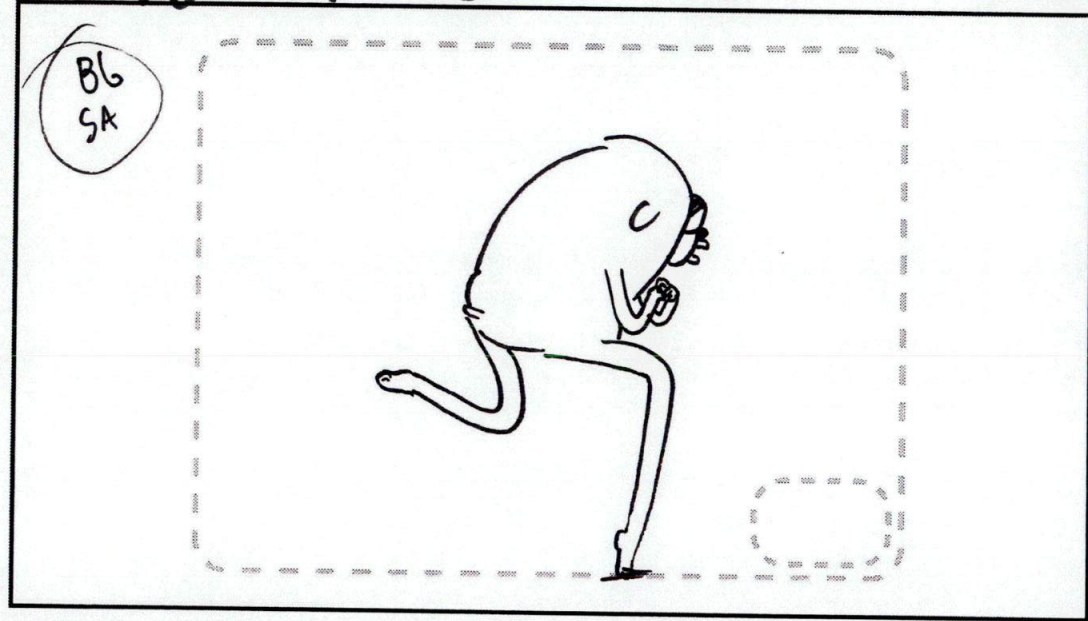
ADVENTURE TIME



Sc. *42 cont* Pnl. *E*

Bg.

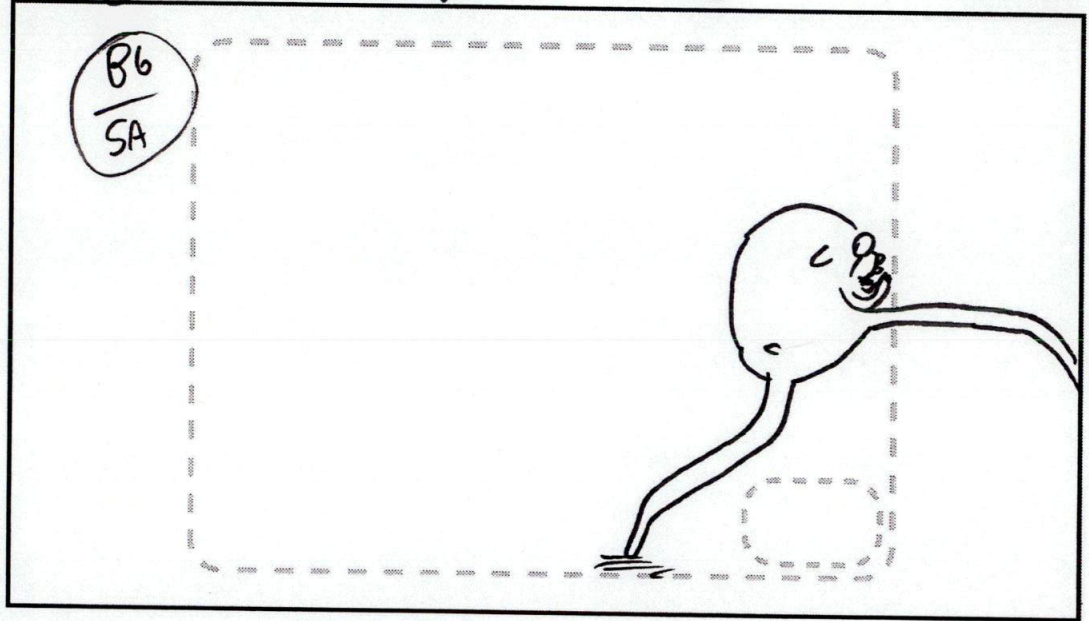
day night



Sc. *42 cont* Pnl. *F*

Bg.

Page *54*
day night



Dialog:

(J) ew ew ~~~~~ ew ew!

Action:

Timing:

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Production:

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1034/217

1034/217

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ADVENTURE TIME



Sc.

48 CONT Pnl. G

Bg.

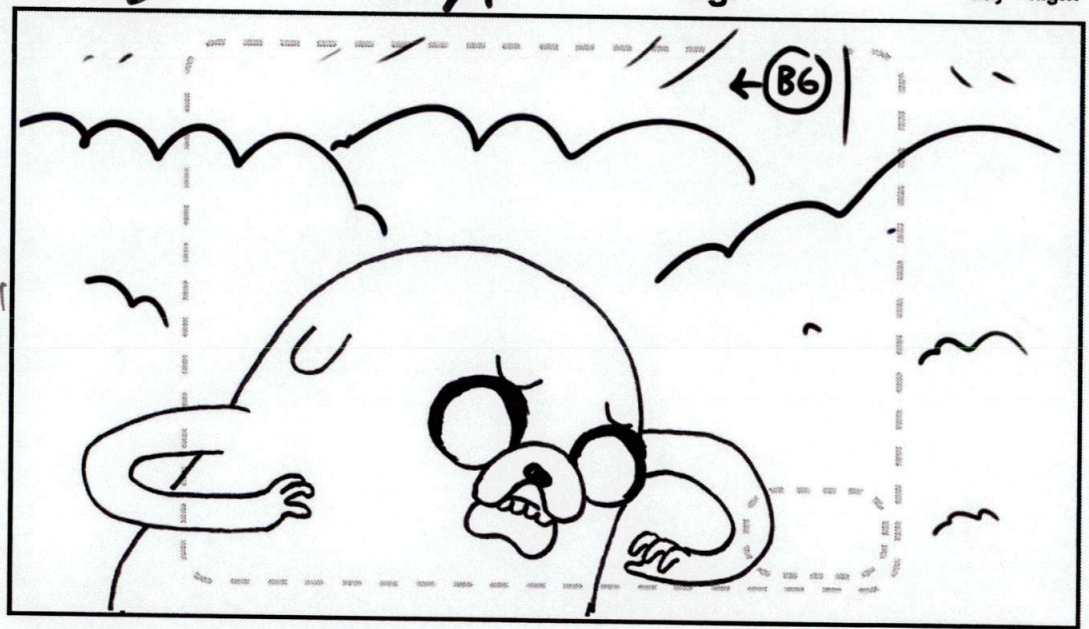
day night

Sc. 43

Pnl. A

Bg.

day night



Dialog:

(J) Sometimes I think vampires
were invented --

Action:

- J. TIPTOES OFF/S.

Timing:

APR 2-8 2015

EPISODE #

1034-217

Production:

1034/217

1034/217

1034/217

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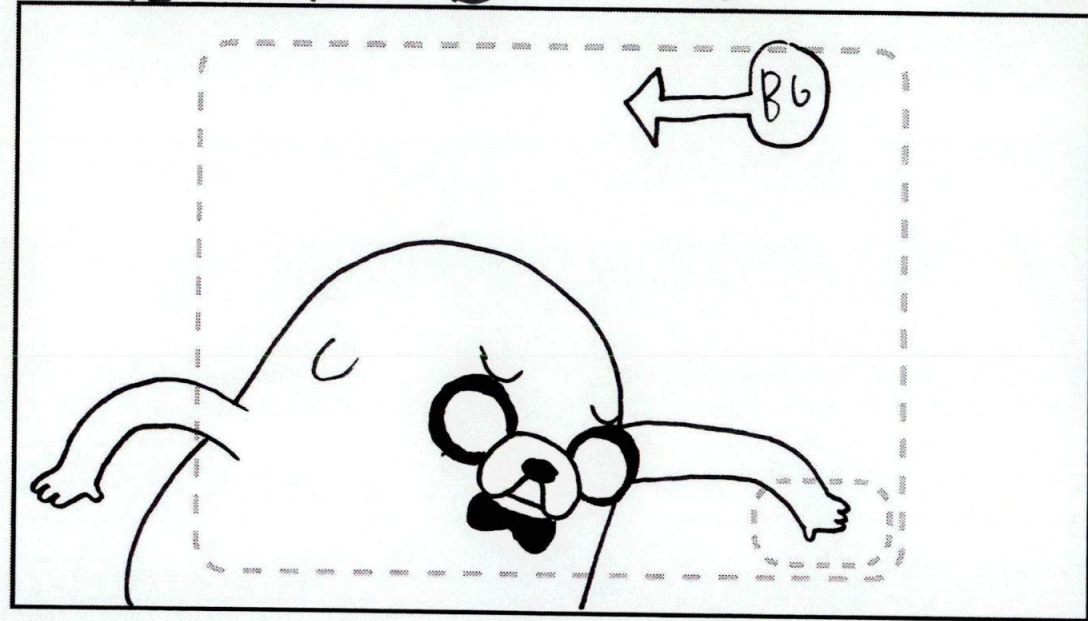
ADVENTURE TIME



Sc. **43 CONT** Pnl. **B**

Bg.

day night

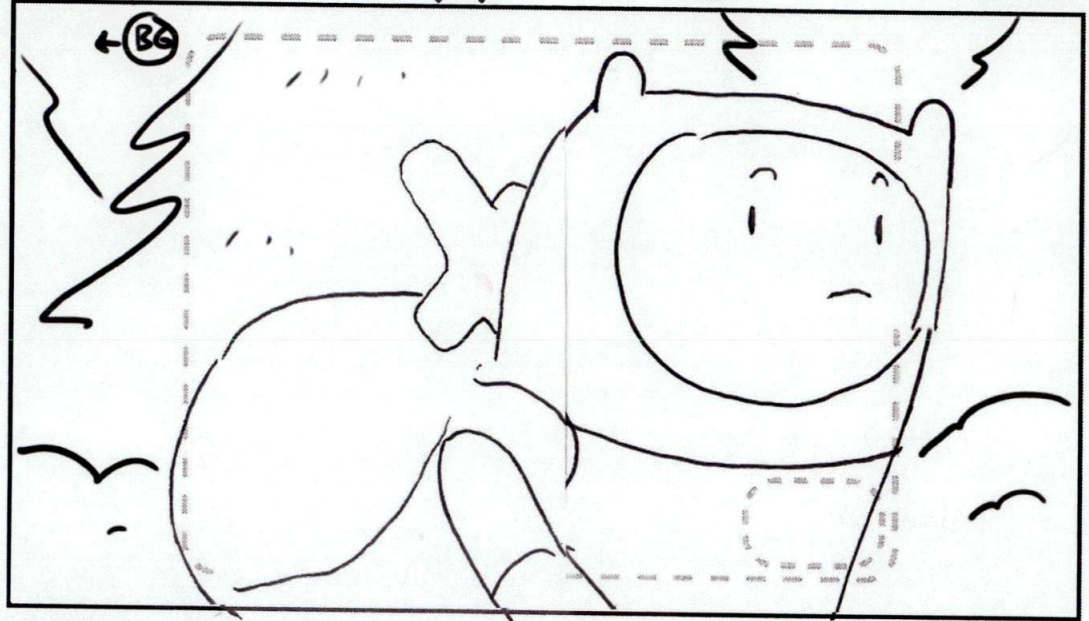


Sc. **44**

Pnl. **A**

Bg.

Page **56**
day night



Dialog:

(J) Just to torment me

(F)

Action:

Timing:

APR 28 2015

EPISODE #

1034-217

Production:

1034/217

1034/217

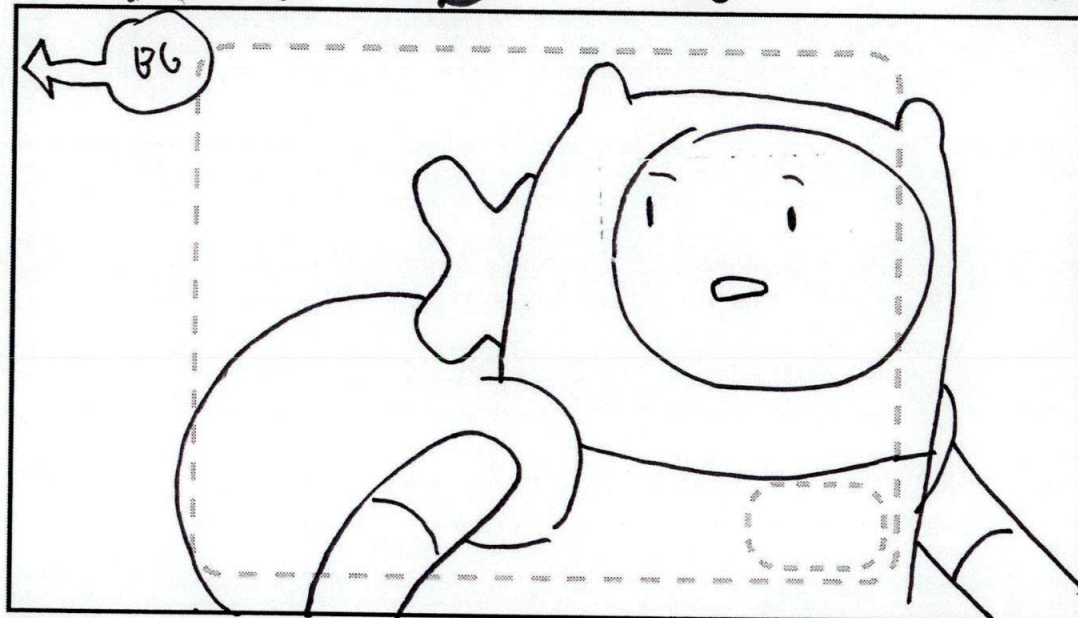
ADVENTURE TIME



Sc. *44 cont* Pnl. *B*

Bg.

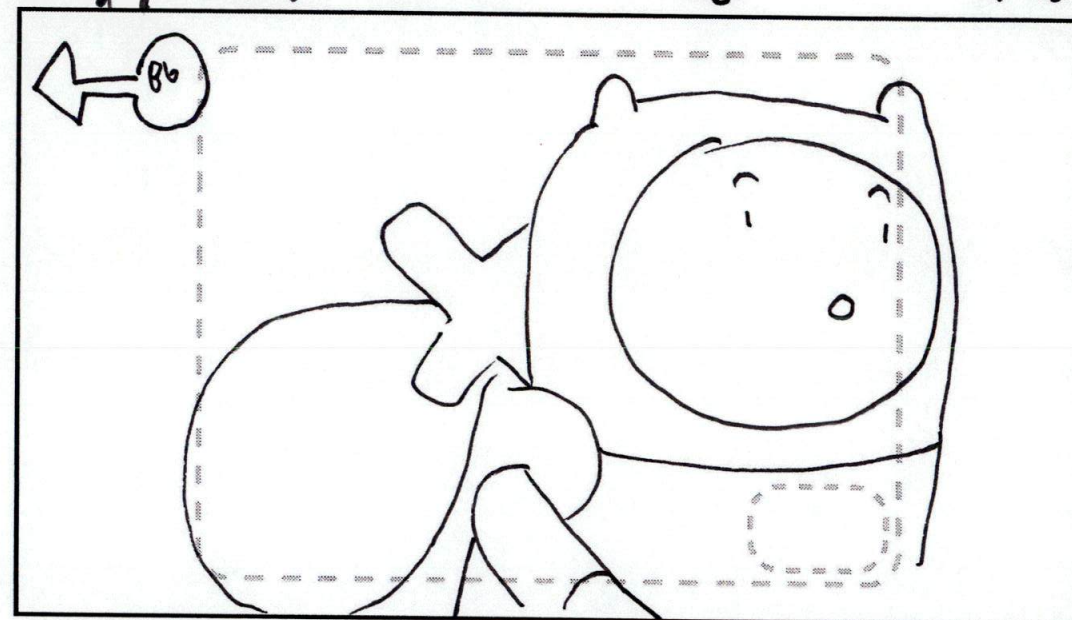
day night



Sc. *44 cont* Pnl. *C*

Bg.

day night



Dialog:

Ⓕ *Woah. I dont think so man*

Ⓕ *I think you might have
a hubris.*

(hoo-briss)

Action:

Timing:

APR 28 2015

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1034-217

EPISODE #

Production:

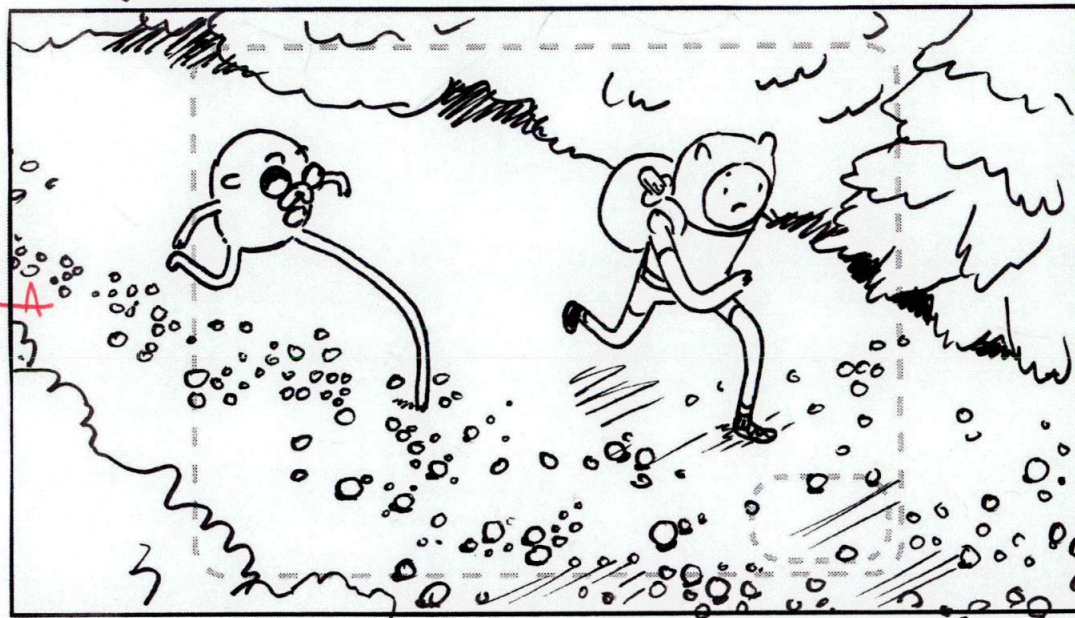
1034/217

1034/217

SL 45 reference

page 58

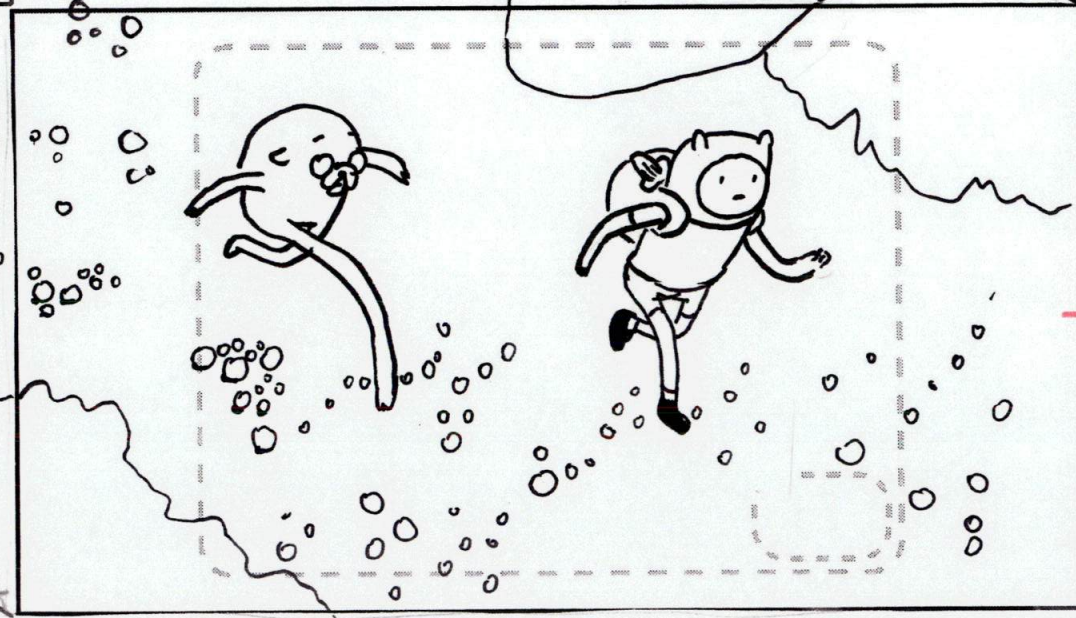
S/A
START



Diag
Pan

APR 28 2015

1034-217



S/A
B
A stop

1034/217

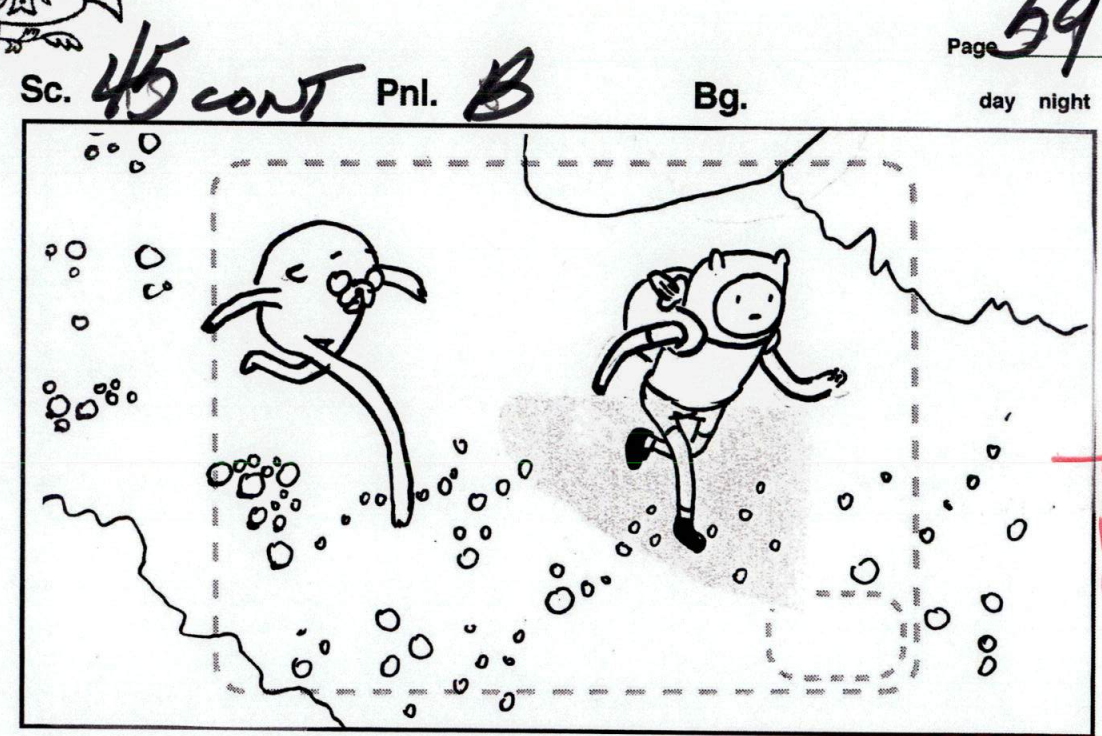
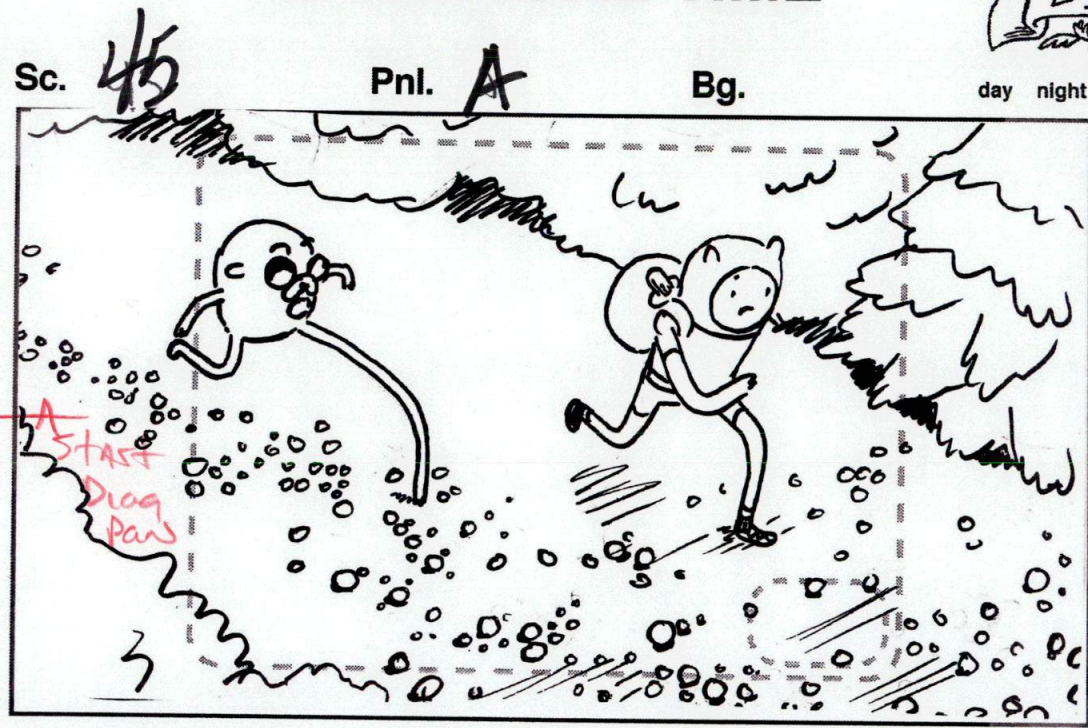
1034/217

1034/217

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1034/217

ADVENTURE TIME



Stop
Diag
Pan

EPISODE # 1034-217

1034/217

Dialog:	① I'm just sayin -
Action:	
Timing:	

APR 28 2015

Production:

1034/217

ADVENTURE TIME



Sc. **46**

Pnl. **A**

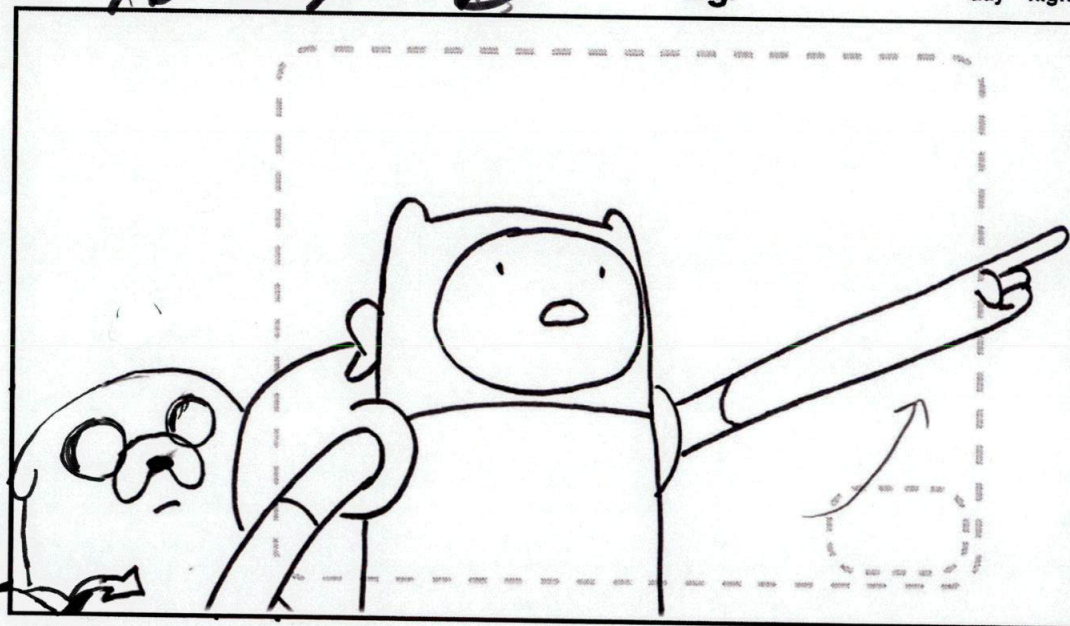
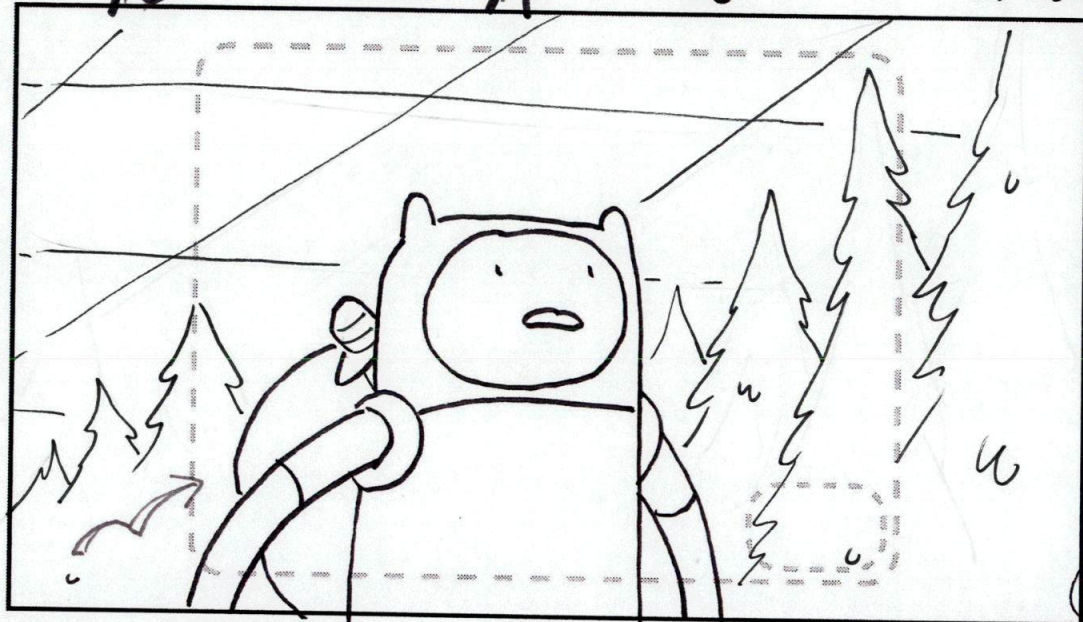
Bg.

day night

Sc. **46 cont** Pnl. **B**

Bg.

Page **60**
day night



Dialog:

ⓕ hey look

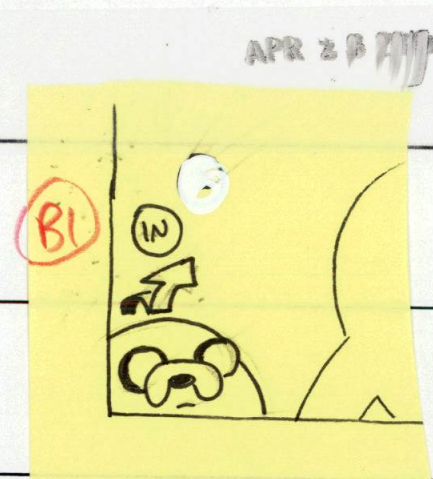
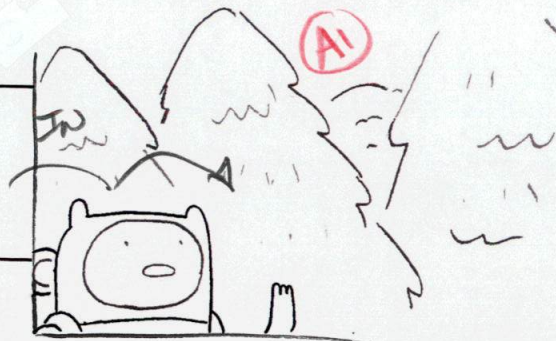
ⓕ the moon's pontoon

Action:

- F. WALKS FORWARD

- J. WALKS ON/S.

Timing:



Production:

EPISODE #

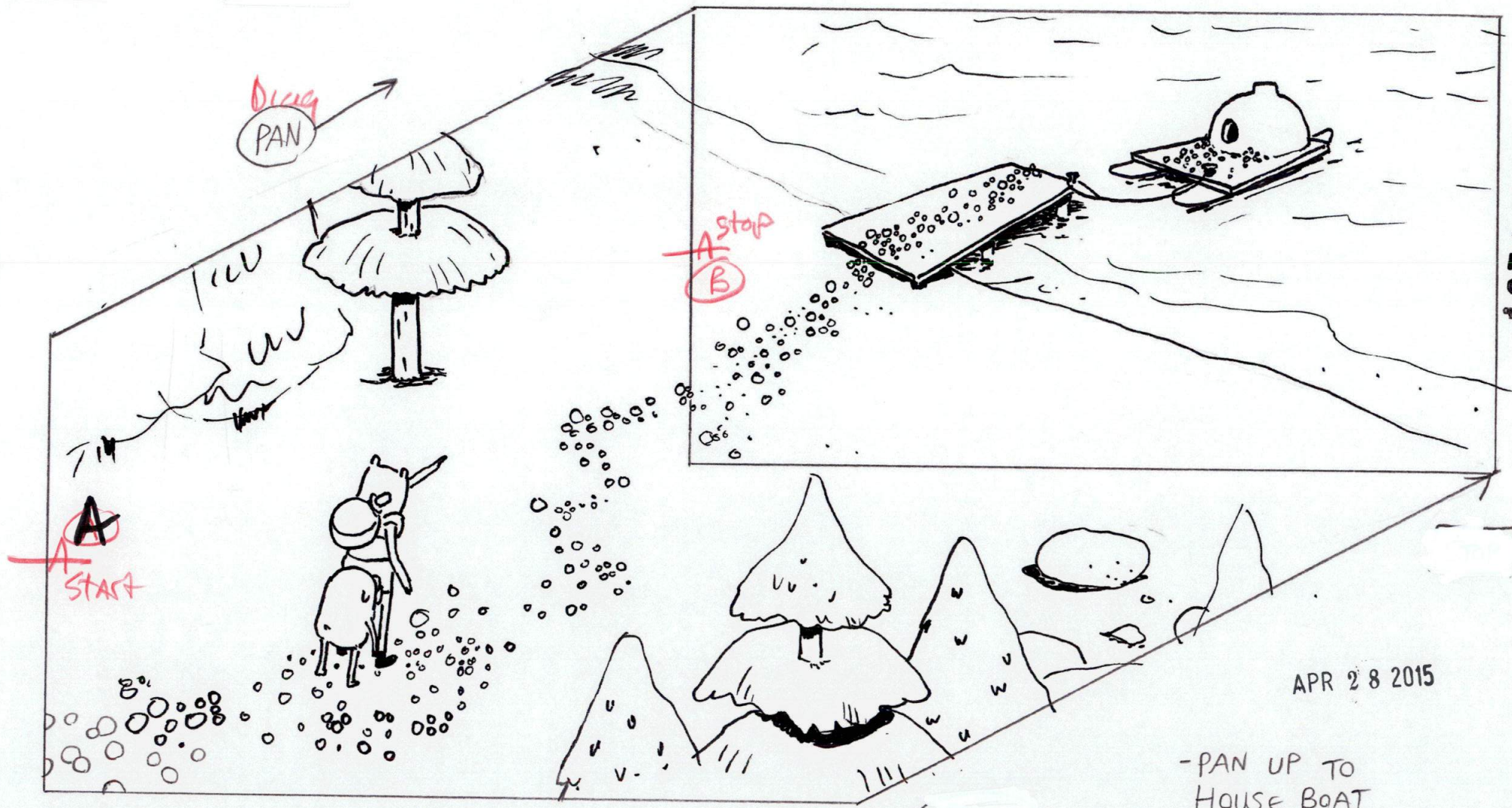
1034-217

1034/217

1034/217

1034/217

Sc 47



APR 28 2015

- PAN UP TO HOUSE BOAT
- TRAIL of GLOWING MOON PEARLS.

1034/217

1034-217

1034/217

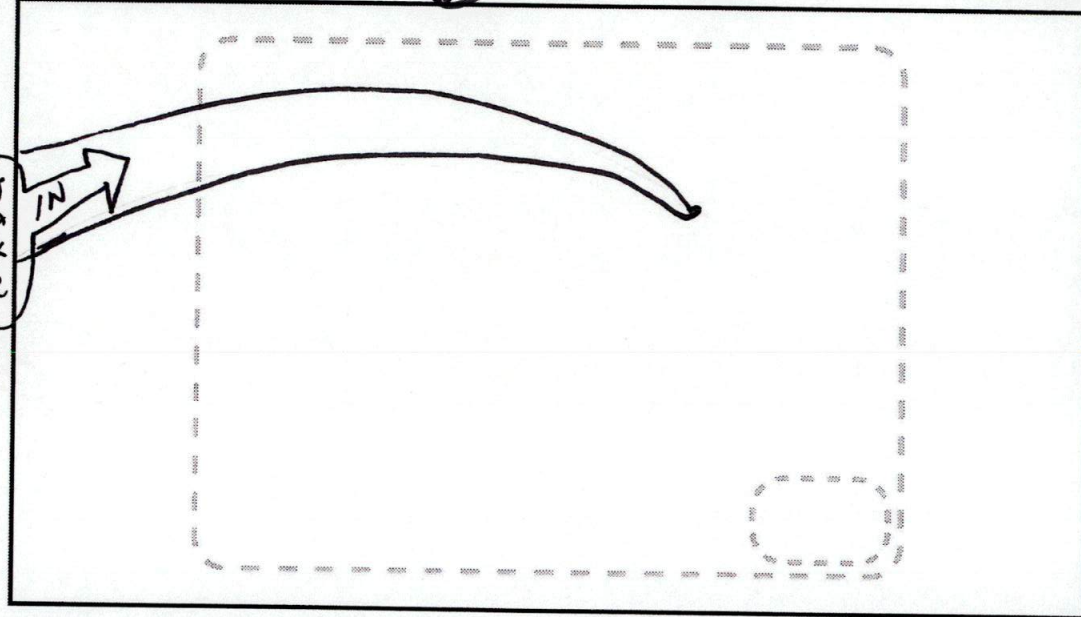
1034/217

ADVENTURE TIME



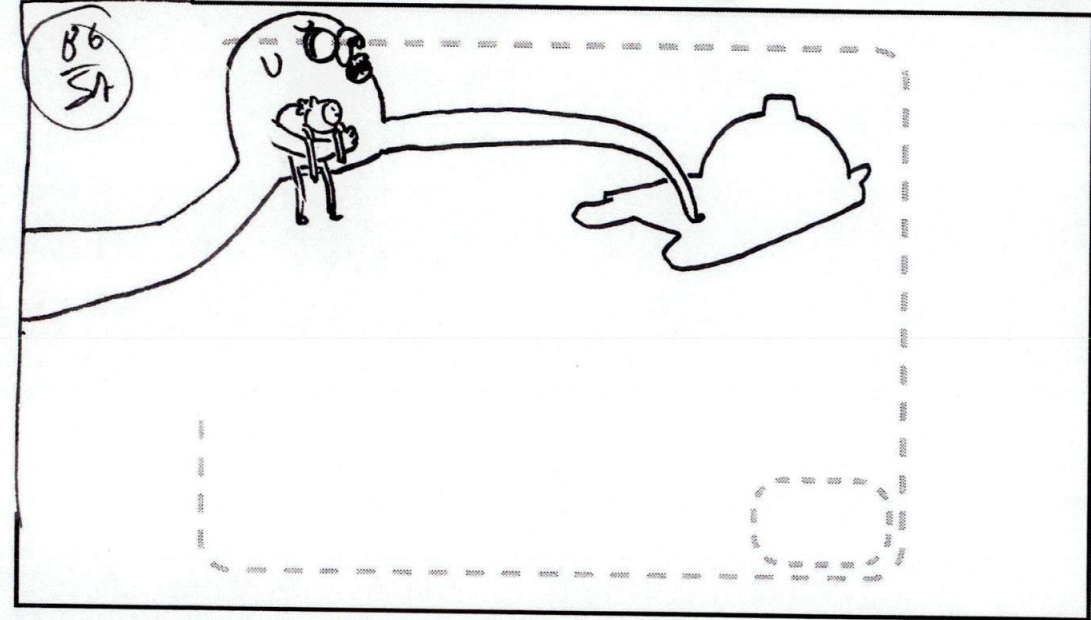
Sc. **47 CONT** Pnl. **B** Bg.

day night



Sc. **47 CONT** Pnl. **C** Bg.

Page **62**
day night



Dialog:

① (os) see?!

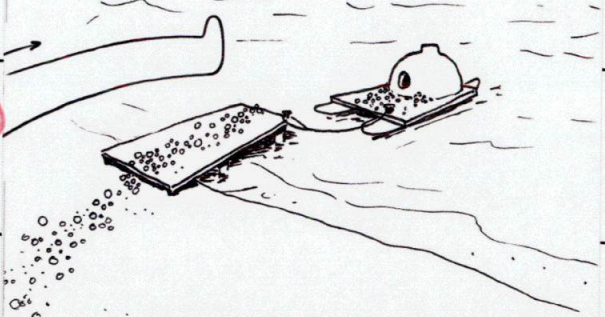
① I hate it!

Action:

-J.'s LEG STRETCHES ON/S

Timing:

(B1)



APR 2-8 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

1034/217

ADVENTURE TIME

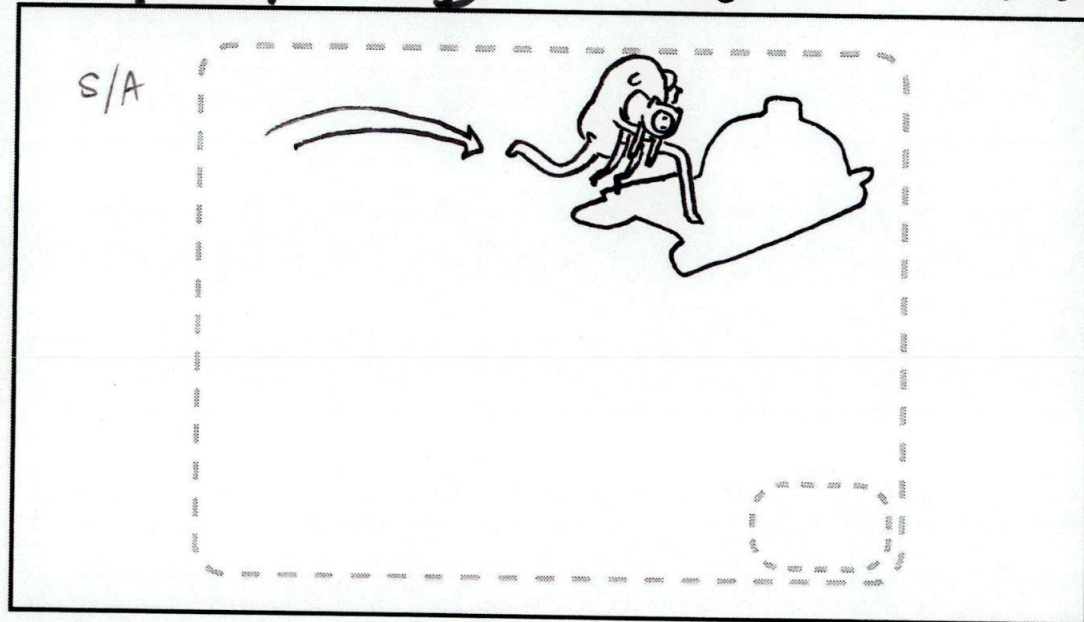


Sc. **47 CONT**

Pnl. **D**

Bg.

day night

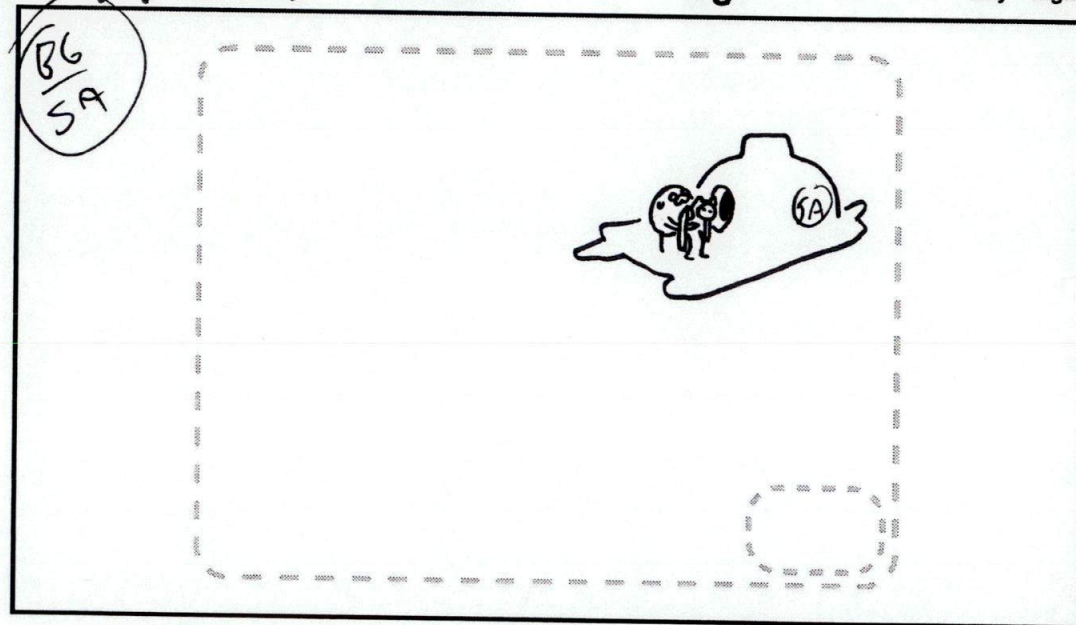


Sc. **47 CONT**

Pnl. **E**

Bg.

day night



Dialog:

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

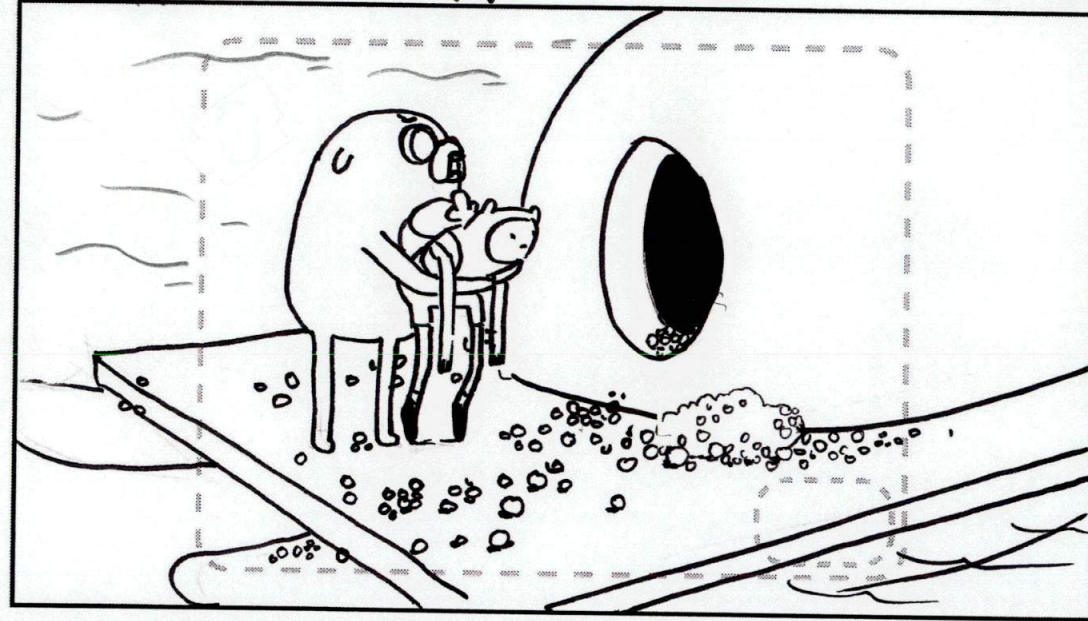
1034/217

1034/217

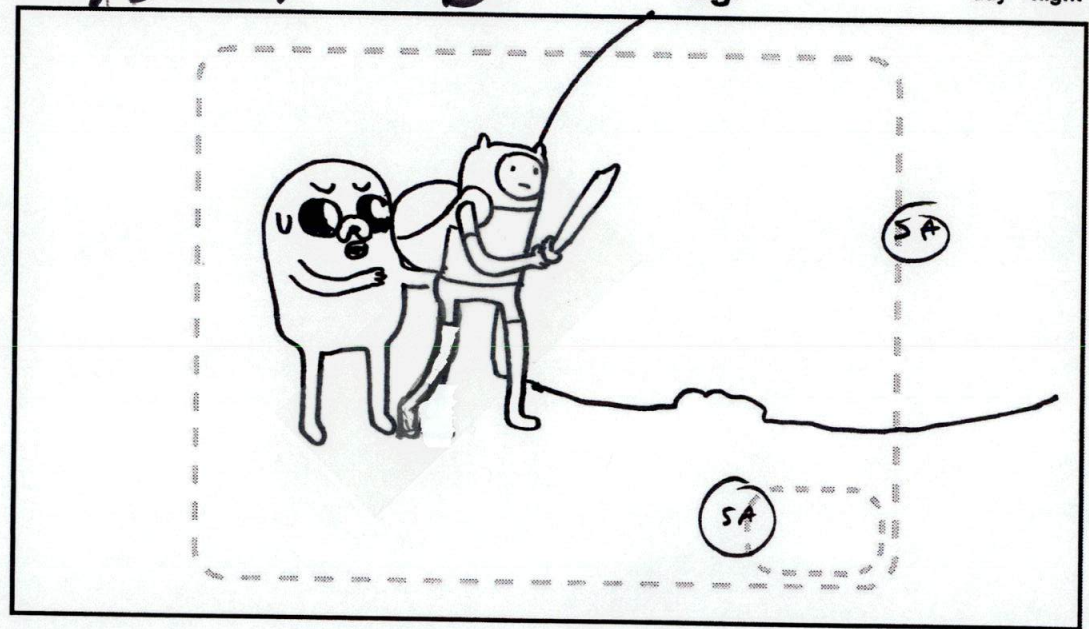
ADVENTURE TIME



Sc. **48** Pnl. **A** Bg. day night




Sc. **48 cont** Pnl. **B** Bg. day night



Dialog: **(J)** what is this,

Action:

Timing:



Finn reaches for sword

(J) some hot --

APR 2-8 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

ADVENTURE TIME

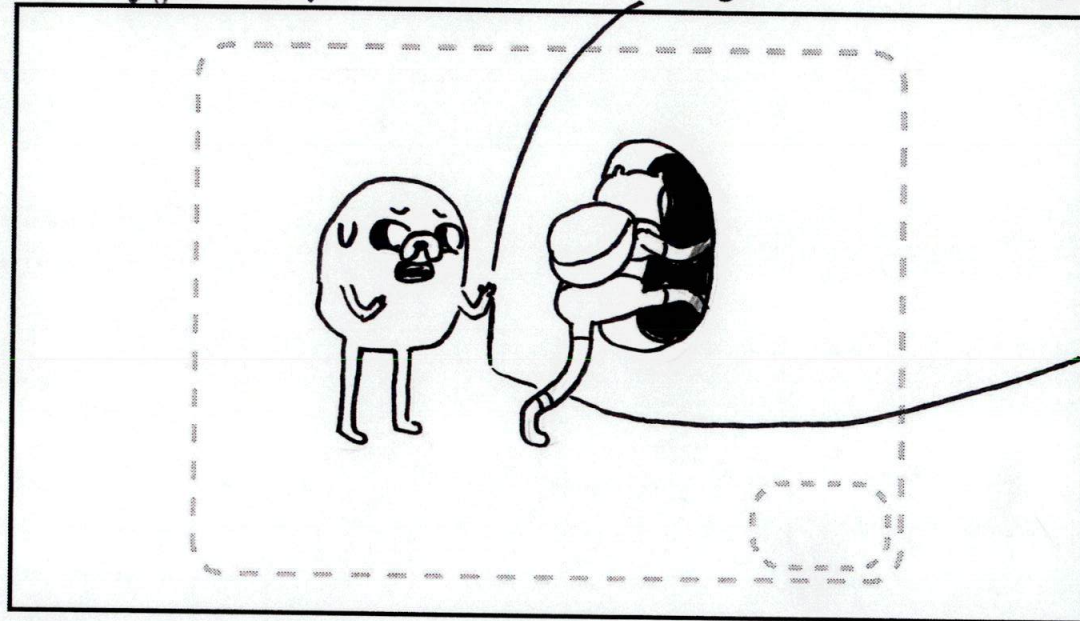


Sc.

48 CONT Pnl. C

Bg.

day night

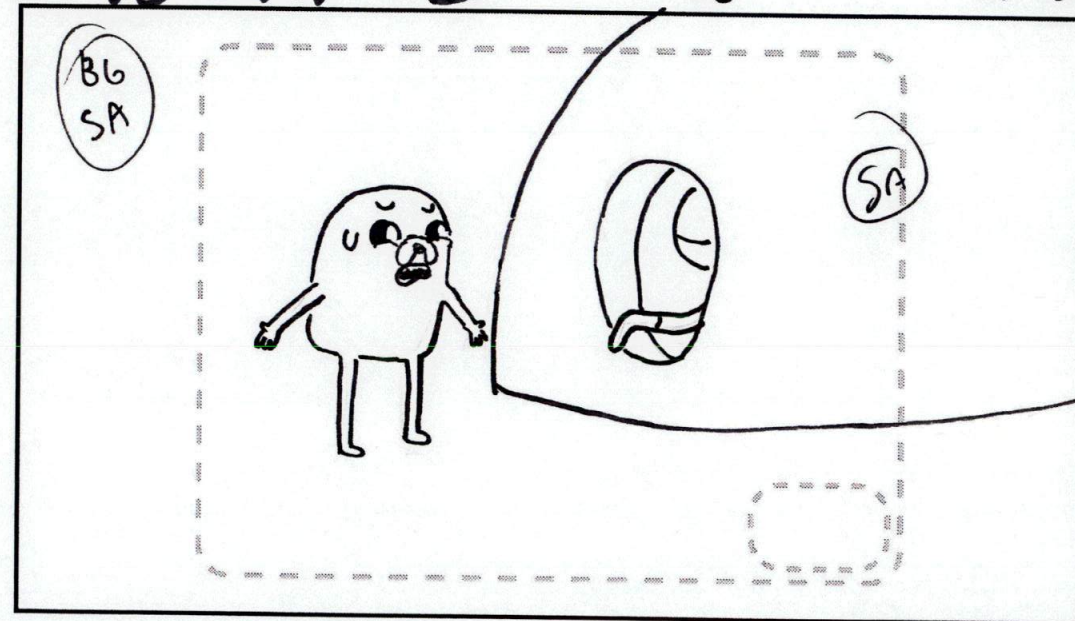


Sc.

48 CONT Pnl. D

Bg.

day night



Dialog:

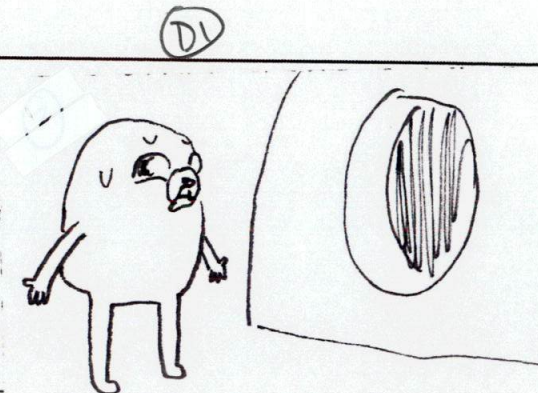
↓ the moon plopped --

↓ out of her bod?

Action:

- F. CLIMBS INSIDE OF HOUSE BOAT.

Timing:



APR 28 2015

EPISODE #

1034-217

Production:

1034/217

1034/217

1034/217

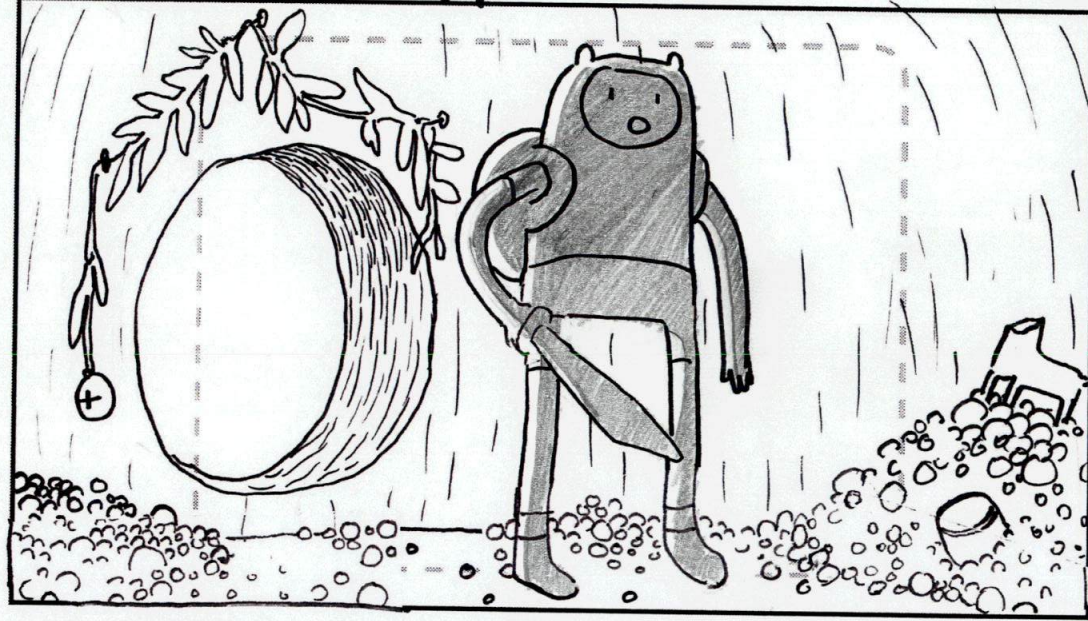
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1034/217

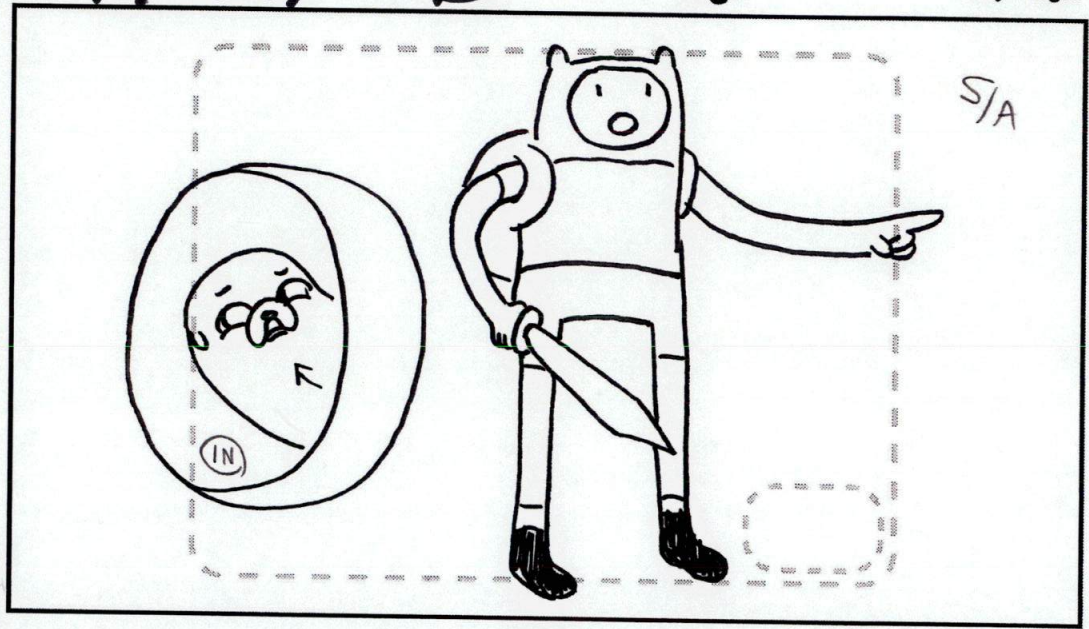
ADVENTURE TIME



Sc. 49 Pnl. A Bg. day night



Sc. 49 cont Pnl. B Bg. day night Page 66



Dialog:	<p>Ⓕ I don't think so... this mummy job --</p> <p>Ⓖ looks like it used to belong</p>
Action:	<p>-J. STRETCHES INTO VIEW.</p> <p>APR 28 2015</p>
Timing:	

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EPISODE #

1034/217

Production:

1034/217

1034/217

ADVENTURE TIME



Sc. 50

Pnl. A

Bg.

day night

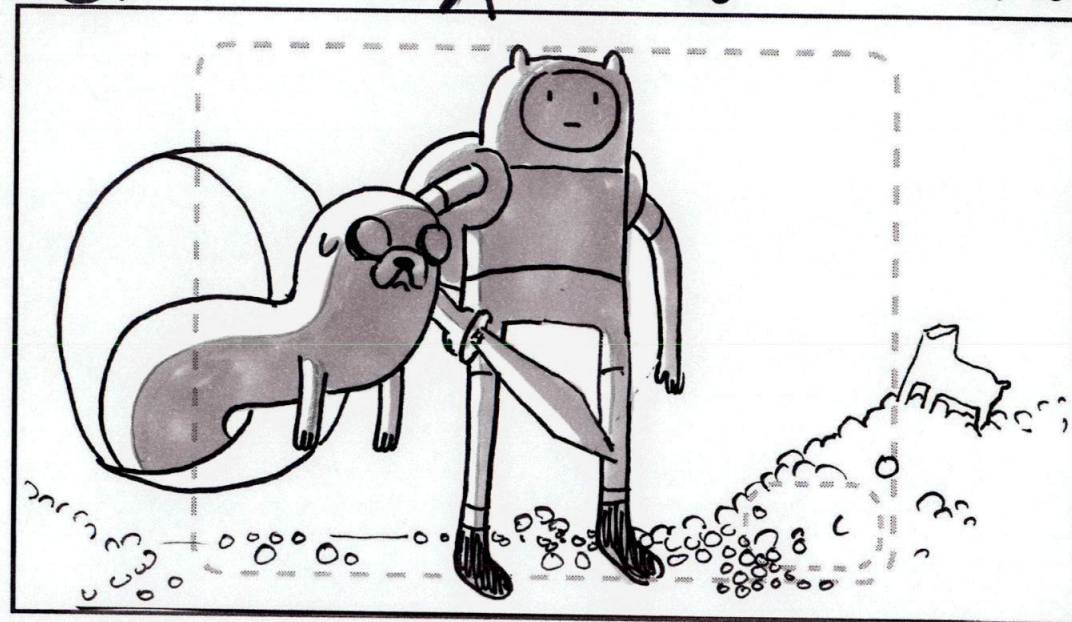


Sc. 31

Pnl. A

Bg.

day night



Page 67

Dialog:

(F) (OS) to that mummy job.

Action:

Timing:

APR 28 2015

Production:

EPISODE #

1034-217

1034/217

1034/217

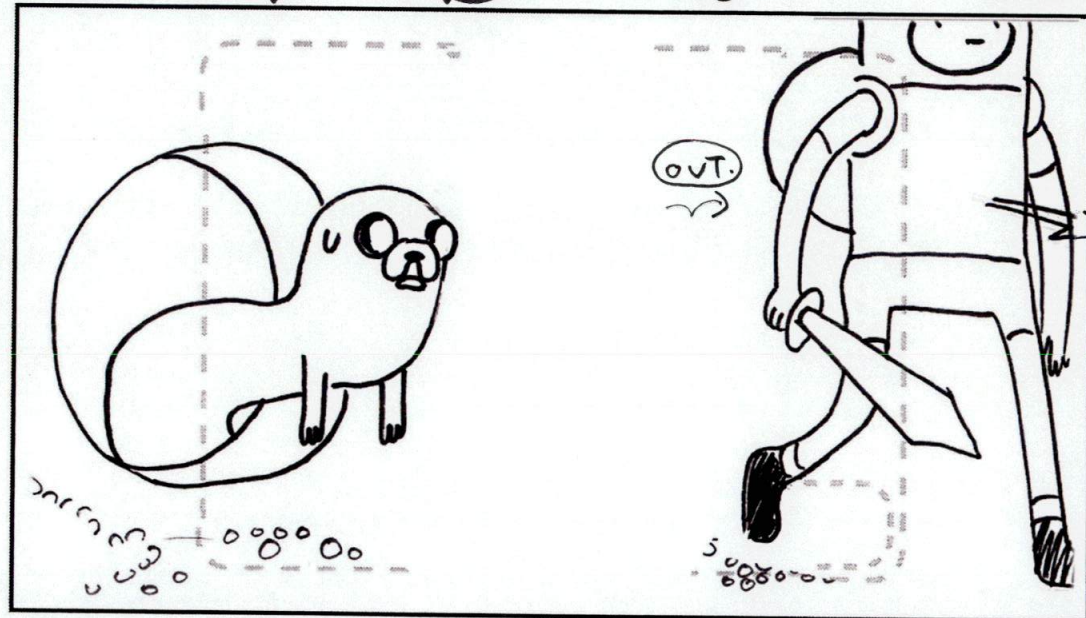
ADVENTURE TIME



Sc. 51 cont Pnl. B

Bg.

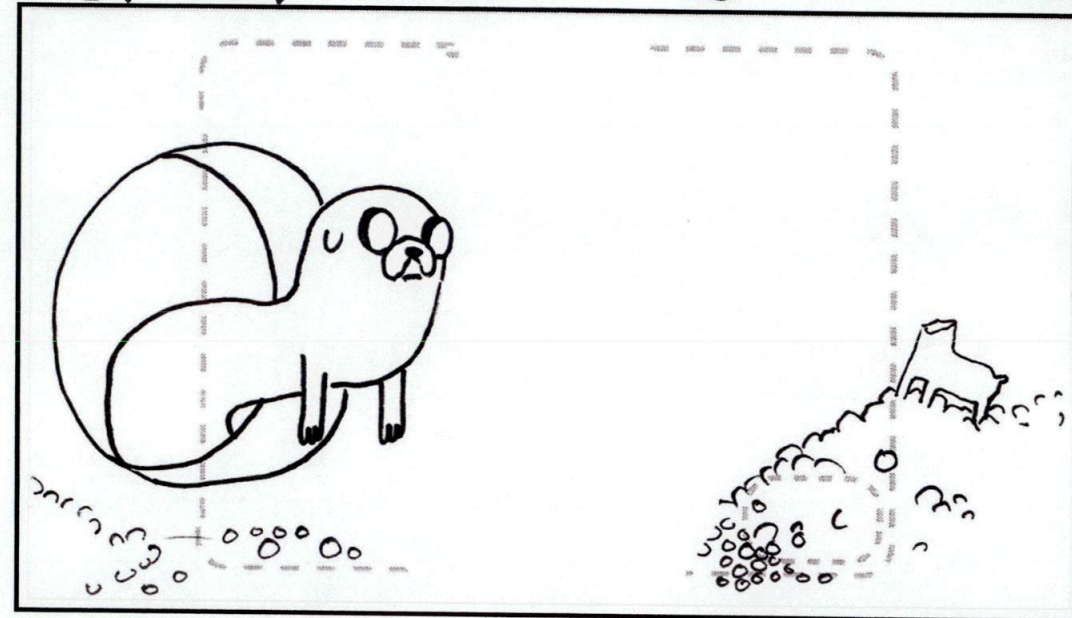
day night



Sc. 51 cont Pnl. C

Bg.

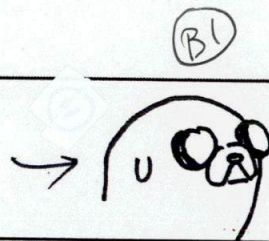
day night



Dialog:

JAK: Still HATE it

Action:



- F+J LOOK AROUND.

Timing:

APR 2-8 2015

EPISODE # 1034-217

Production:

1034/217

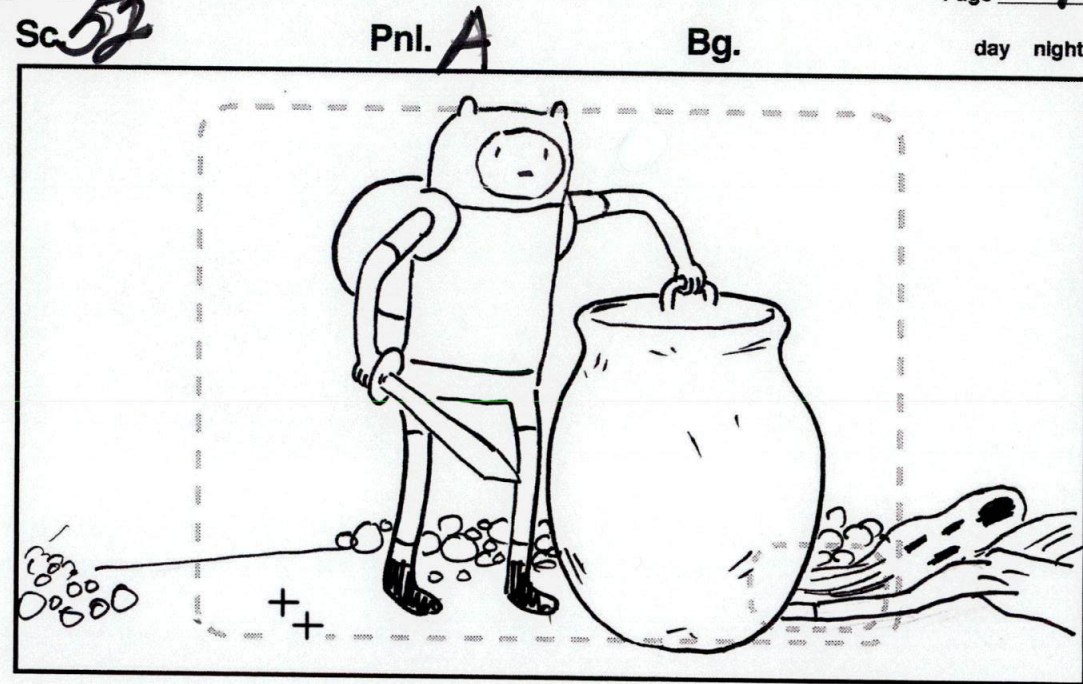
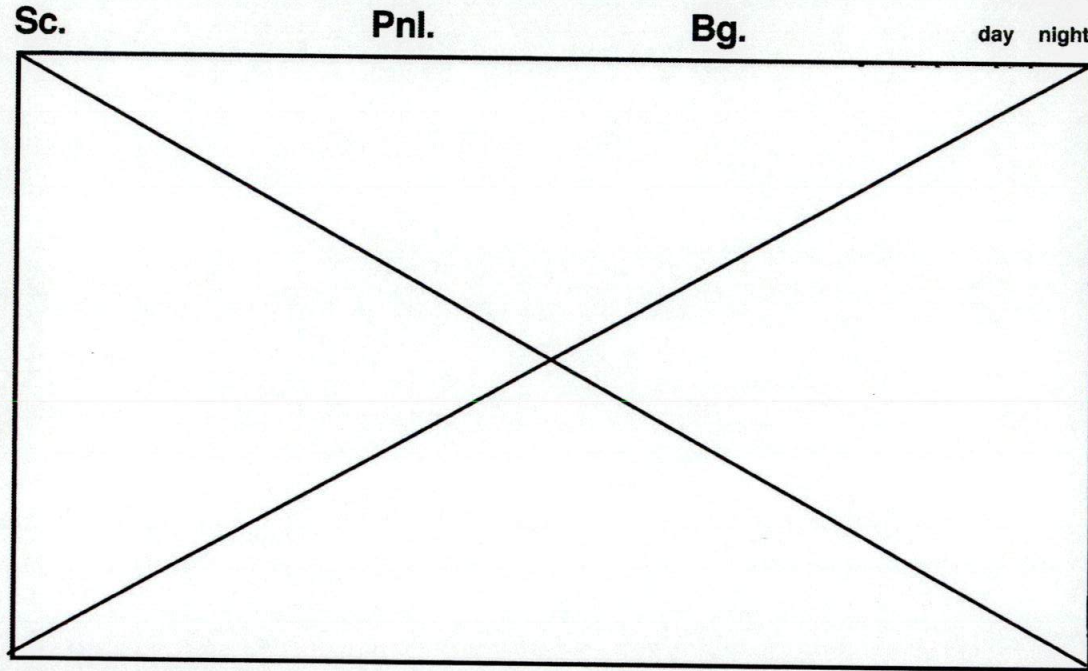
1034/217

1034/217

ADVENTURE TIME



Page 69
day night



1034-217

EPISODE #

1034/217

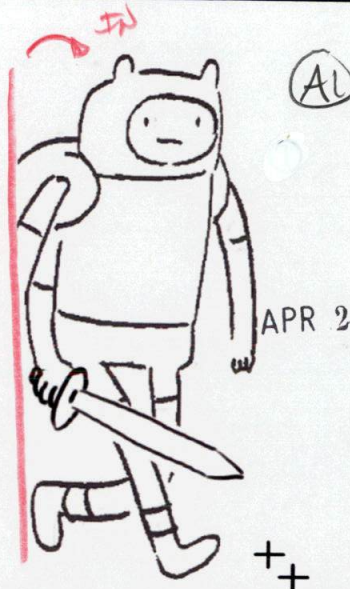
Dialog:

Action:

- F GRABS JAR LID.

Timing:

TU
CUT
OFF
6



APR 2-8 2015

Production:

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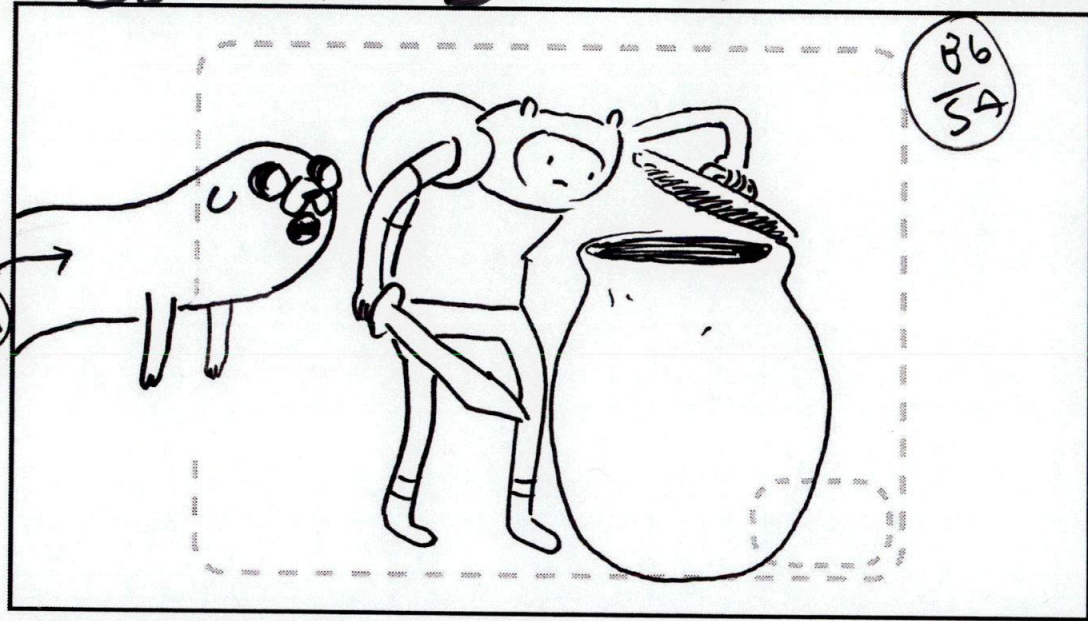
ADVENTURE TIME



Sc. **52 cont** Pnl. **B**

Bg.

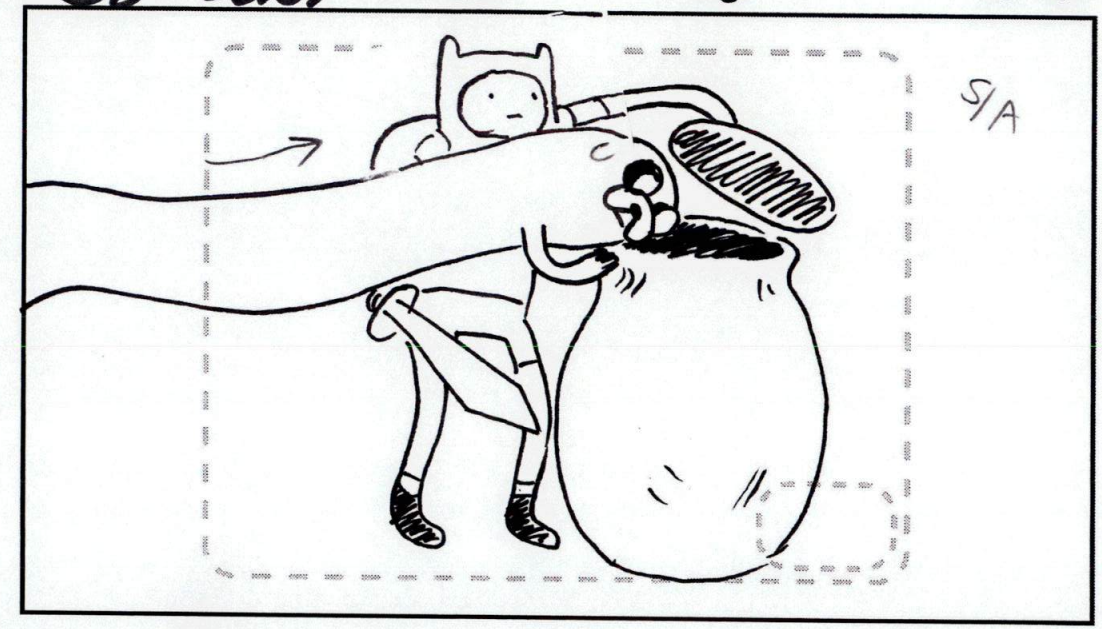
day night



Sc. **52 cont** Pnl. **C**

Bg.

day night



Dialog:

J Whassat? Pickles?

Action:

- F. PEEKS INSIDE, LIFTING LID.
- J. STRETCHES ON/S

APR 2-8 2015

Timing:

EPISODE # **1034-217**

Production:

1034/217

1034/217

ADVENTURE TIME

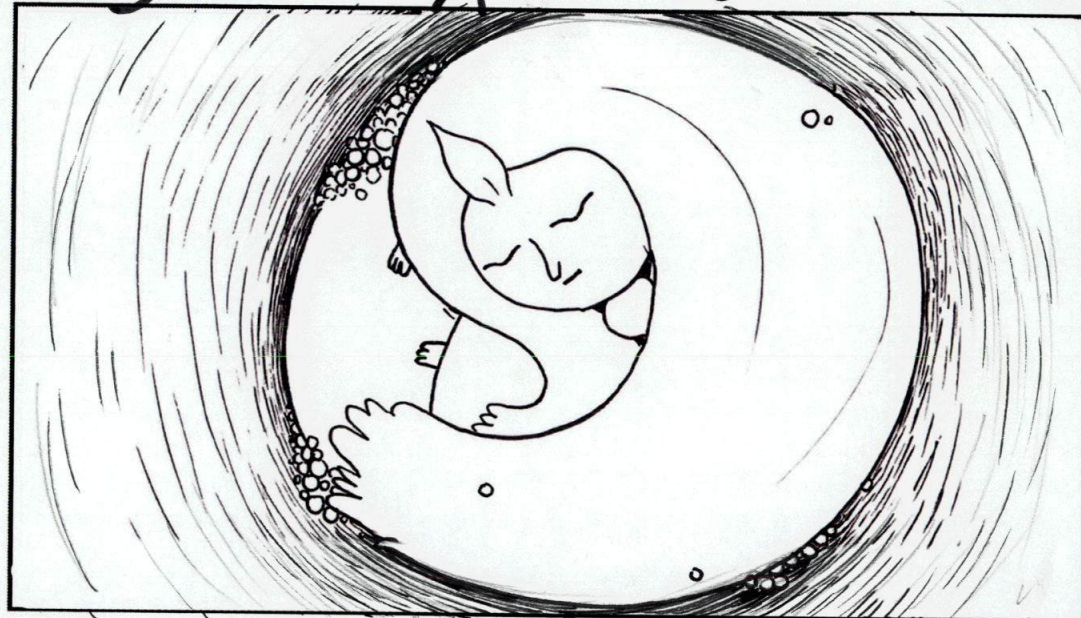


Sc. **53**

Pnl. **A**

Bg.

day night

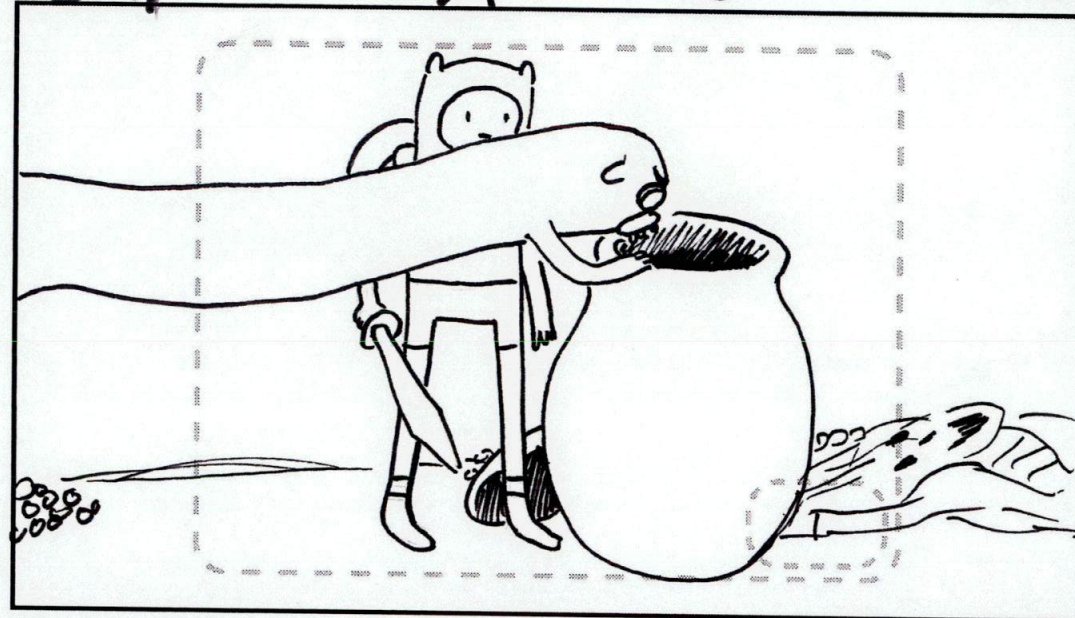


Sc. **54**

Pnl. **A**

Bg.

Page **71**
day night



Dialog:

(J) (QUET) ew.

THE MOON: [GENTLE BREATHING]

Action:

THE MOON IS CURLED UP AT
THE BOTTOM OF JAR, ASLEEP.

APR 2-8 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

1034/217

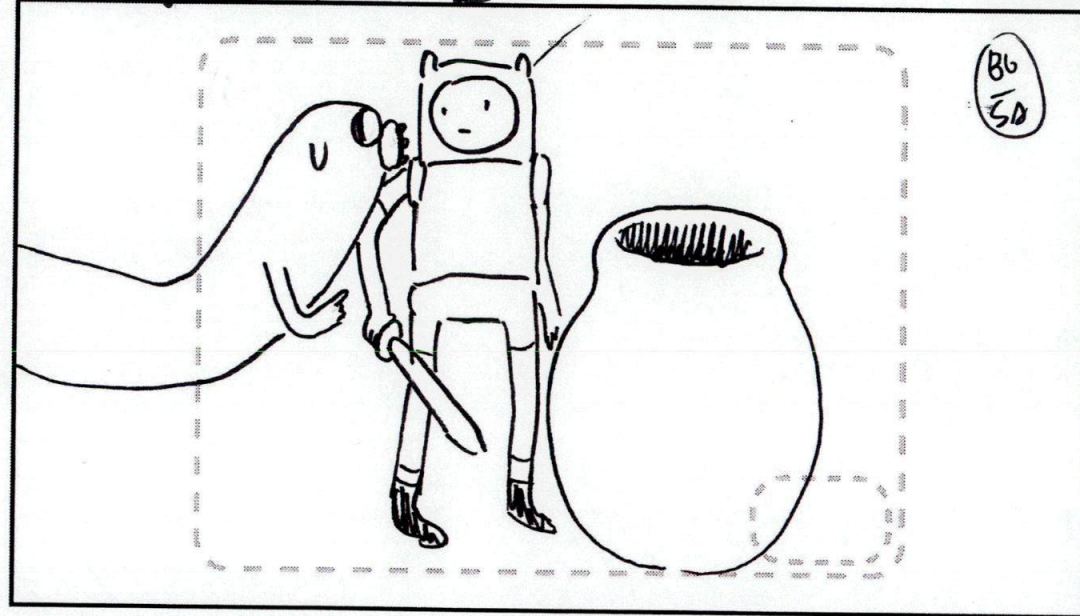
ADVENTURE TIME



Sc. **54 CONT** Pnl. **B**

Bg.

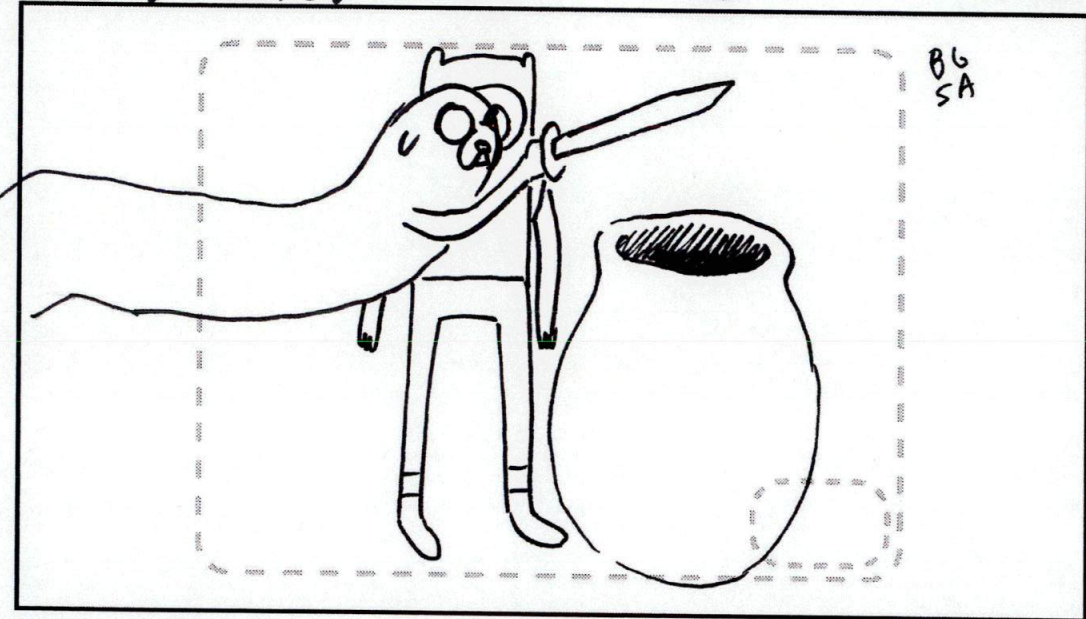
day night



Sc. **54 CONT** Pnl. **C**

Bg.

Page **72**
day night



Dialog:

(J) (QUIET)

YEAH, THAT'S HER...

Action:

Timing:



- J. TAKES STAKE SWORD

APR 2-8 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

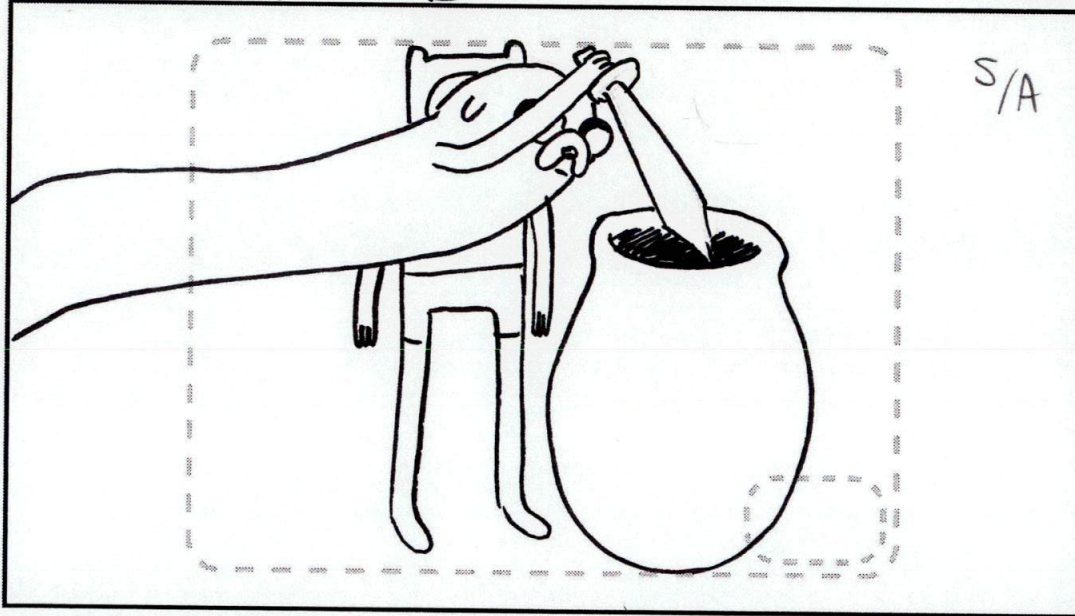
ADVENTURE TIME



Sc 54 cont Pnl. D

Bg.

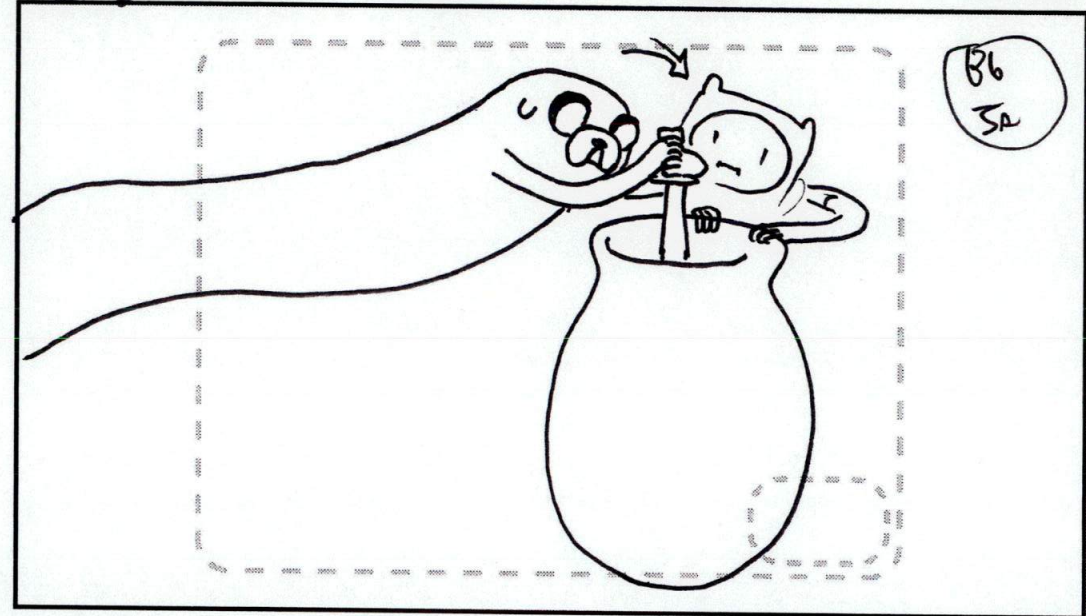
day night



Sc 54 cont Pnl. E

Bg.

day night



Dialog:

(SFX) (gwish))

Action:

- J. PLUNGES SWORD INTO JAR.

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

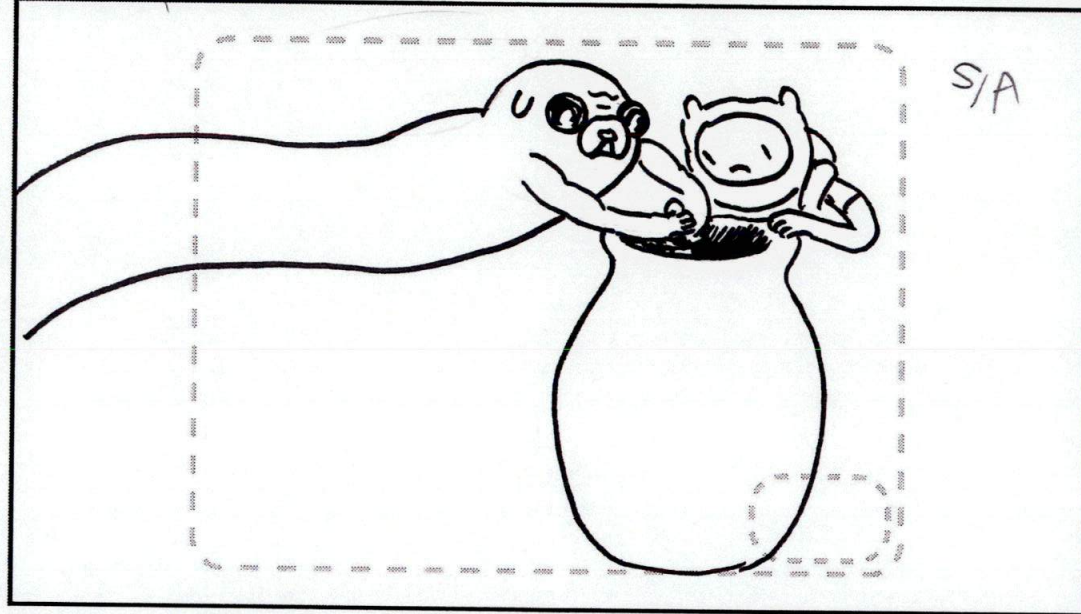
ADVENTURE TIME



Sc. **54 CONT** Pnl. **F**

Bg.

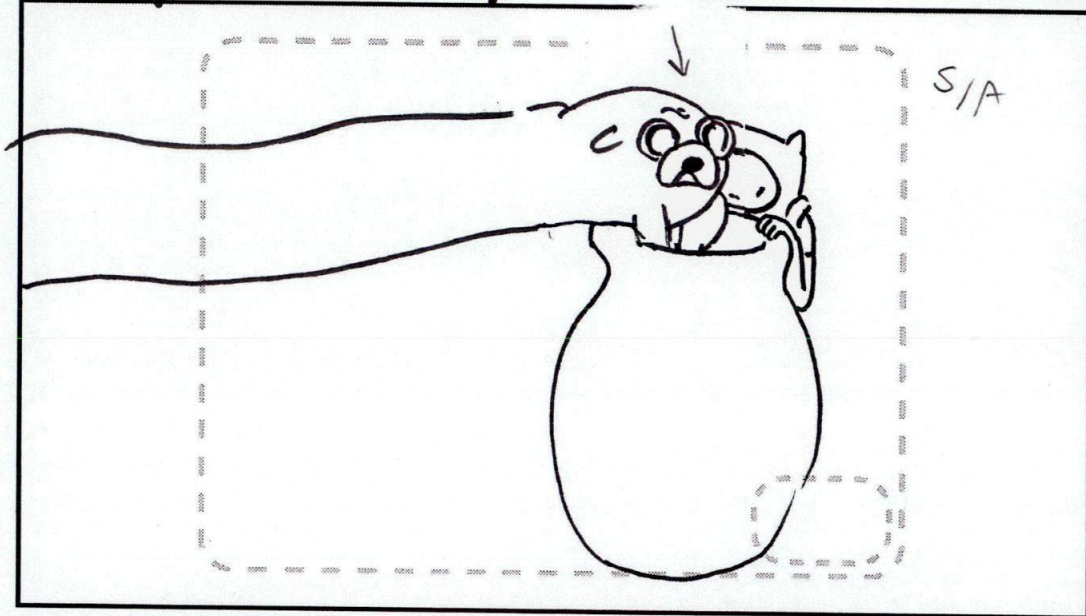
day night



Sc. **54 CONT** Pnl. **G**

Bg.

day night



Dialog:

Sfx cont

→ **Squelch!**

Action:

Timing:

APR 28 2015

EPISODE #

1034-217

1034/217

Production:

1034/217

1034/217

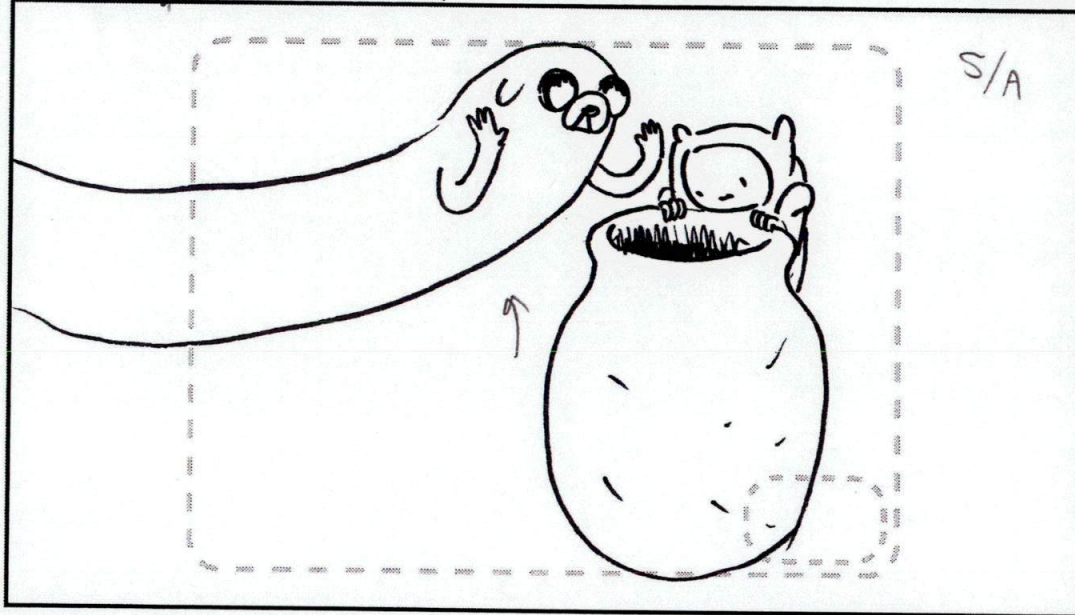
ADVENTURE TIME



Sc. 54cont Pnl. H

Bg.

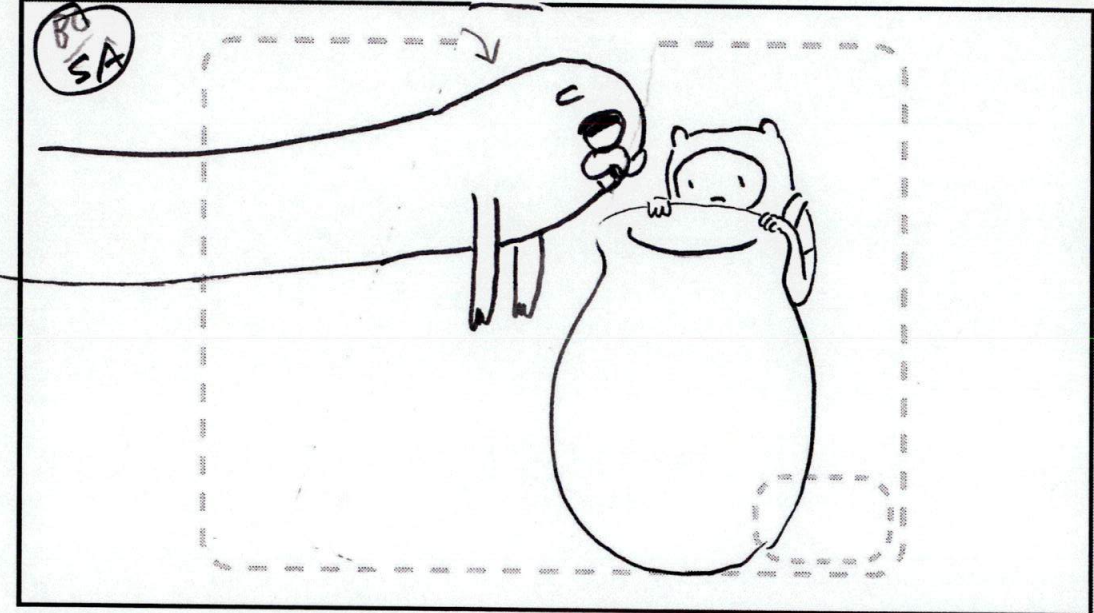
day night



Sc. 54cont Pnl. I

Bg.

day night



Dialog:

Action:

- J. RELEASES SWORD

- F+J LOOK INSIDE JAR.

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

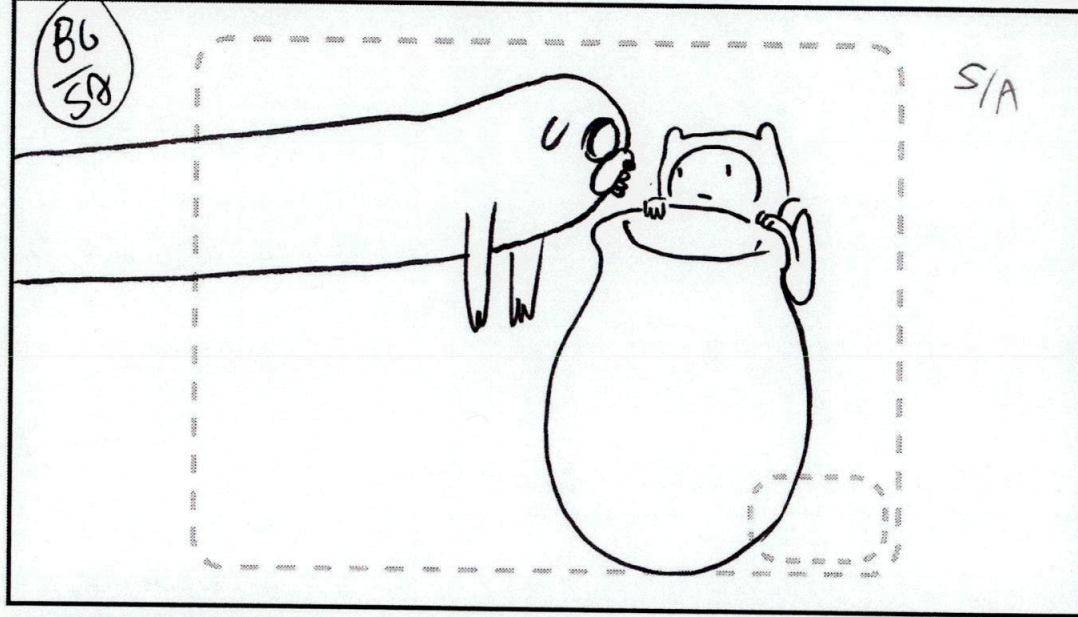
1034/217

ADVENTURE TIME



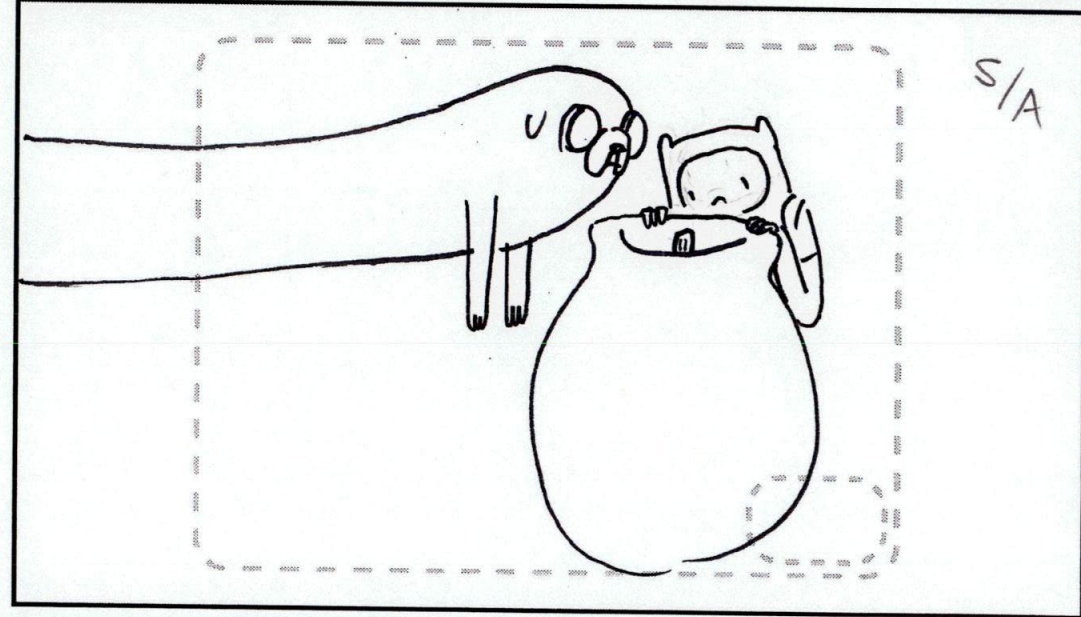
Sc. **54 cont** Pnl. **J** Bg.

day night



Sc. **54 cont** Pnl. **K** Bg.

Page **76**
day night



Dialog:

(J) shouldn't she like, explode or something?

Action:

Timing:

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Production:

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1034/217

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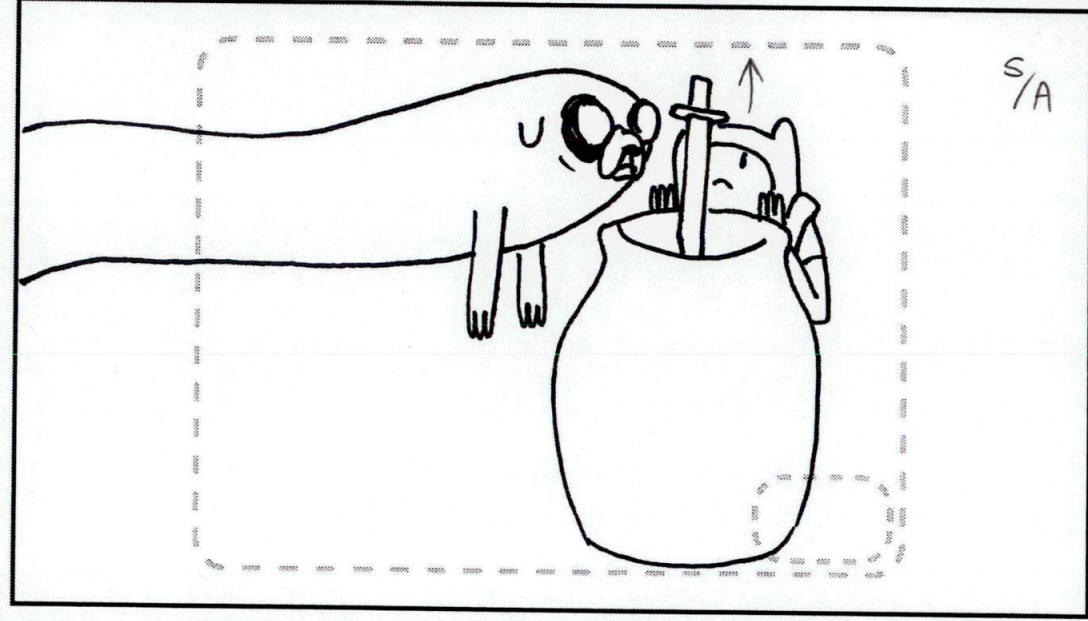
ADVENTURE TIME



Sc. *54 cont* Pnl. *L*

Bg.

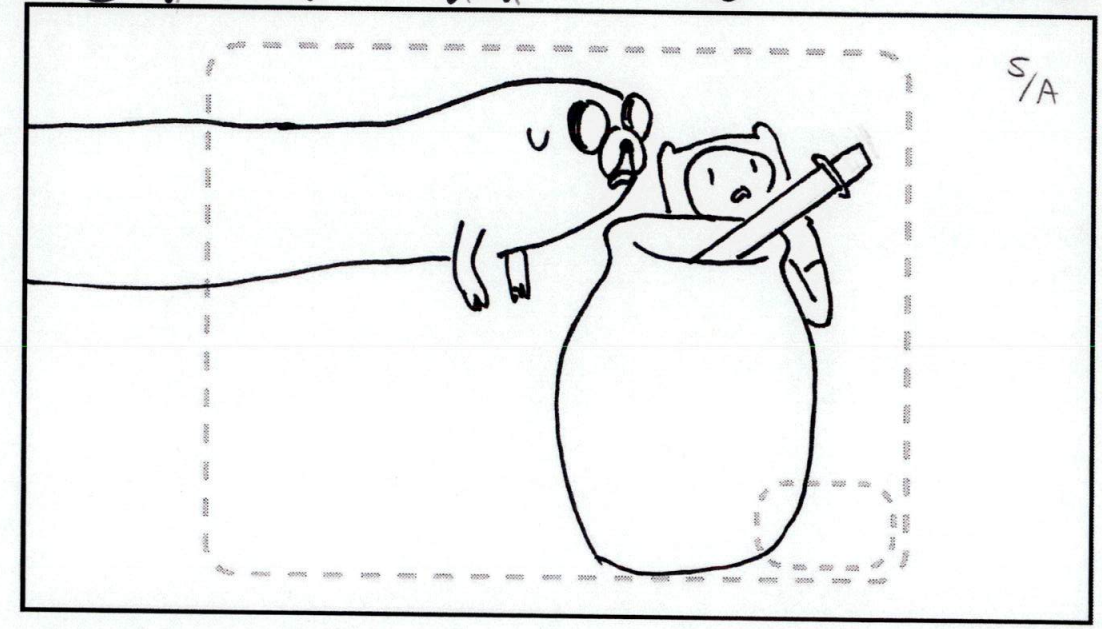
day night



Sc. *54 cont* Pnl. *M*

Bg.

Page *77*
day night



Dialog:	
Action:	<i>- SWORD RISES OUT OF JAR</i>
Timing:	<i>- SWORD TILTS.</i>

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EPISODE # 1034-217

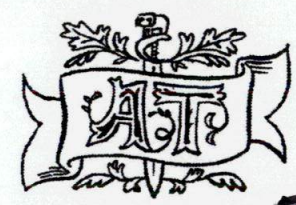
Production:

1034/217

1034/217

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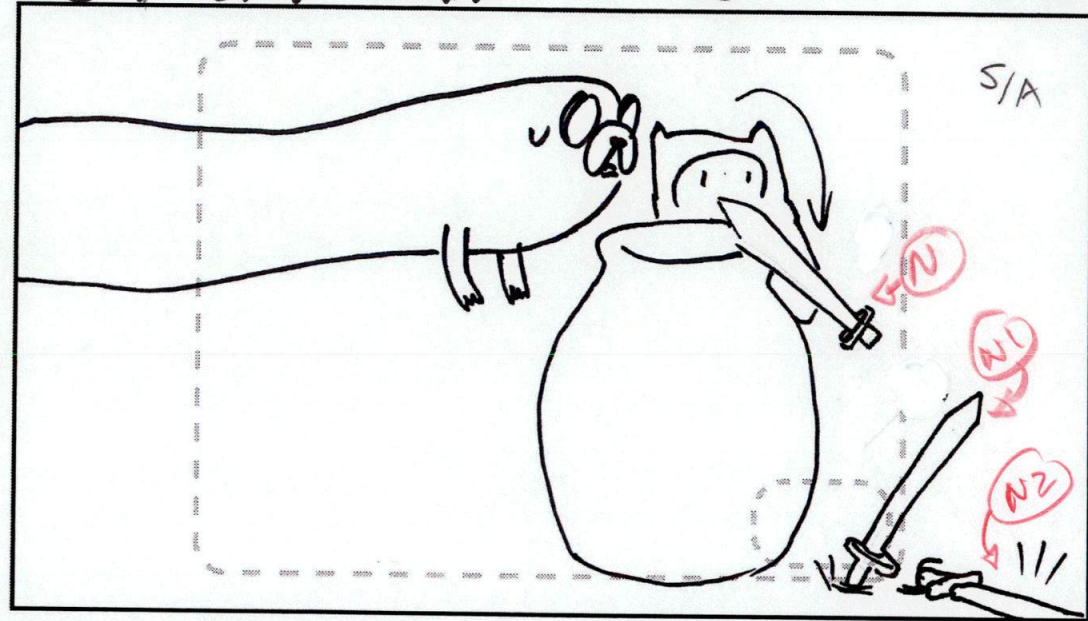
ADVENTURE TIME



Sc. *54 CONT* Pnl. *N*

Bg.

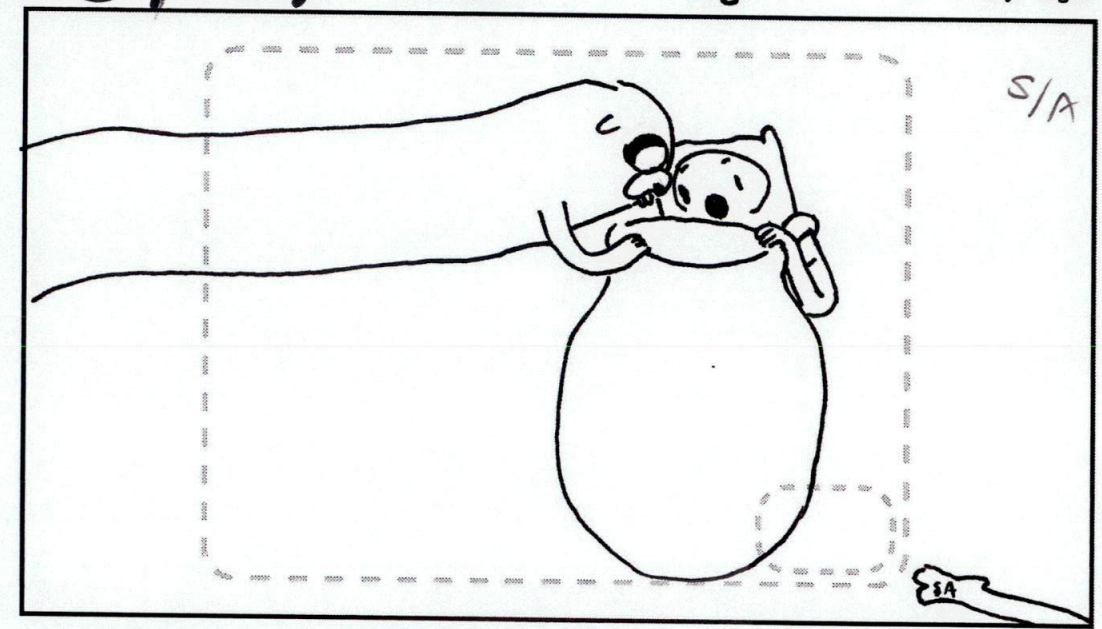
day night



Sc. *54 CONT* Pnl. *'O'*

Bg.

Page *78*
day night



Dialog:

*Sfx
(clatter)*

Action:

-SWORD FALLS TO GROUND

Timing:

*(F) She just healed that sword
right out of her bod!!*

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EPISODE #

Production:

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1034/217

ADVENTURE TIME

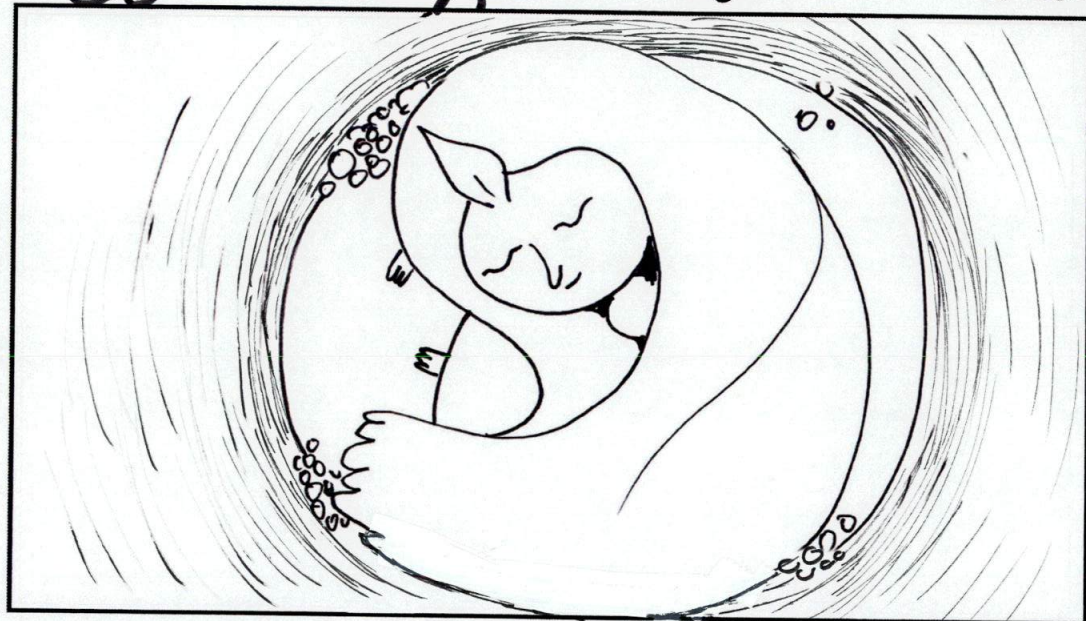


Sc. **55**

Pnl. **A**

Bg.

day night

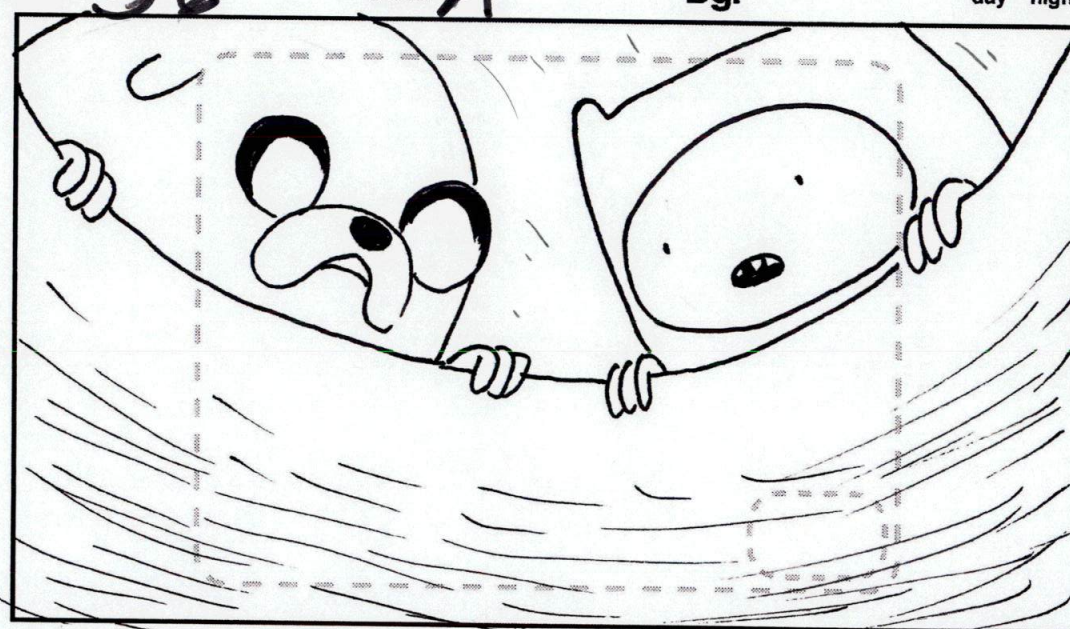


Sc. **56**

Pnl. **A**

Bg.

Page **79**
day night



Dialog:

(F) let's try frying her up in the sun

Action:

Timing:

APR 28 2015

EPISODE #

Production:

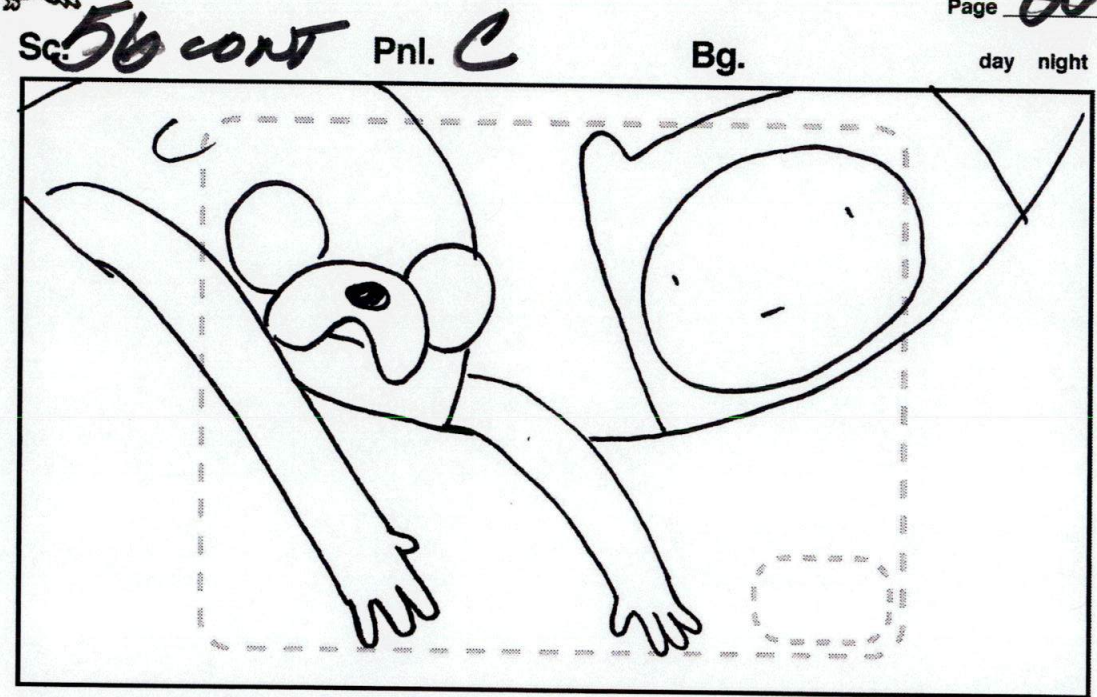
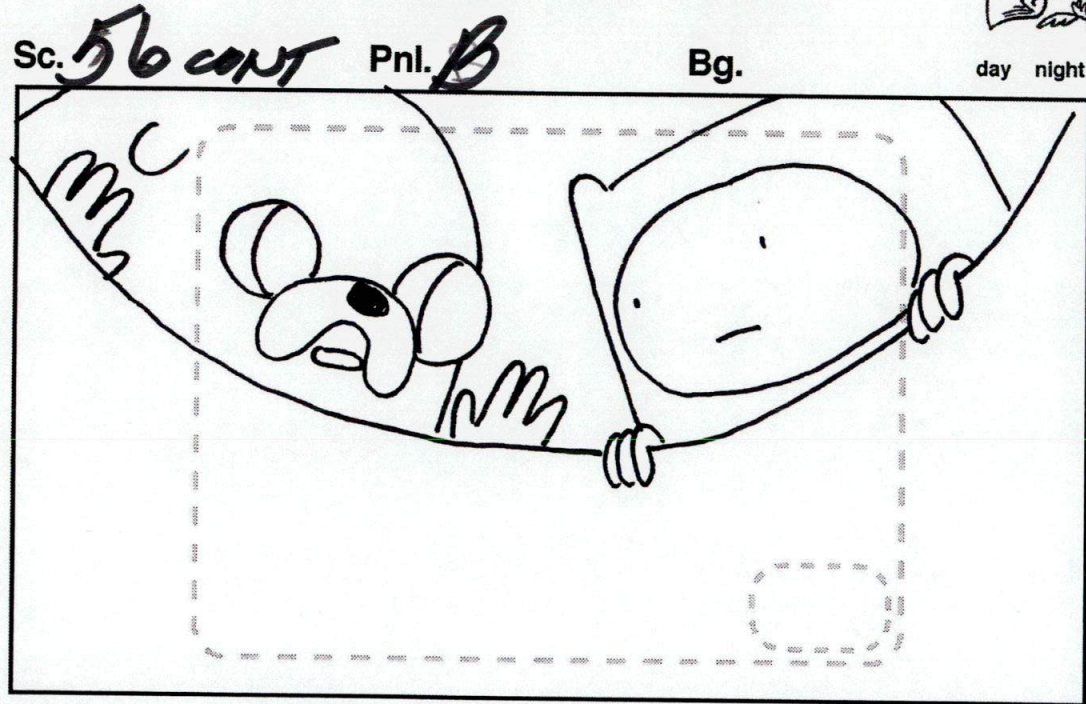
1034-217

1034/217

1034/217

1034/217

ADVENTURE TIME



Dialog:

① oh
Yeah!

Action:

-J. REACHES IN.

APR 28 2015

Timing:

1034-217

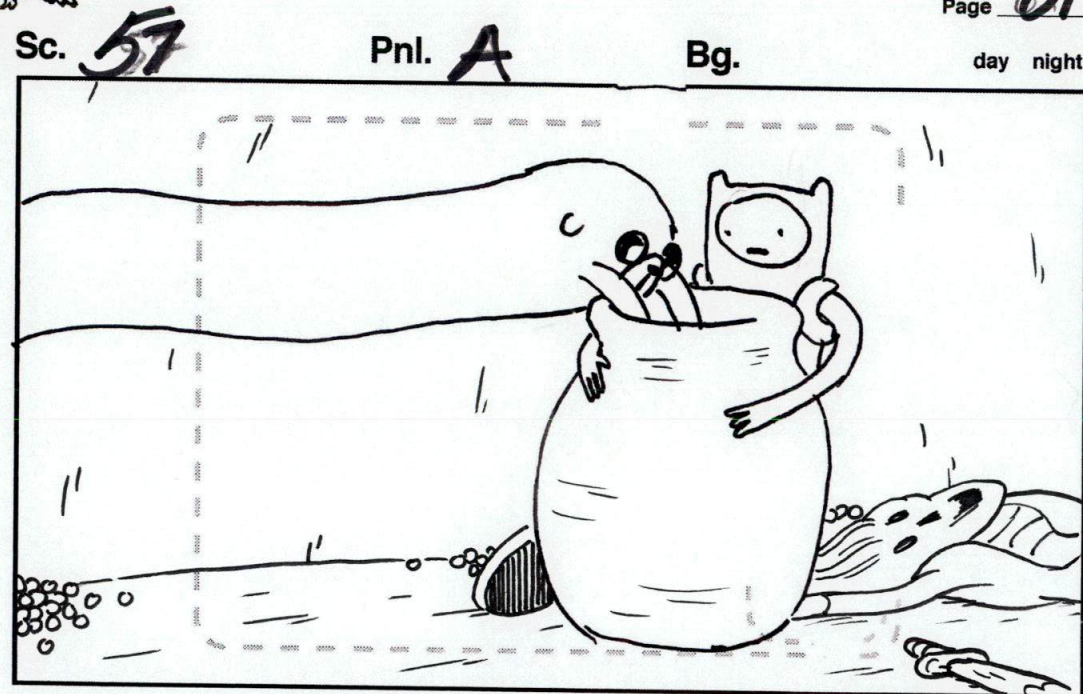
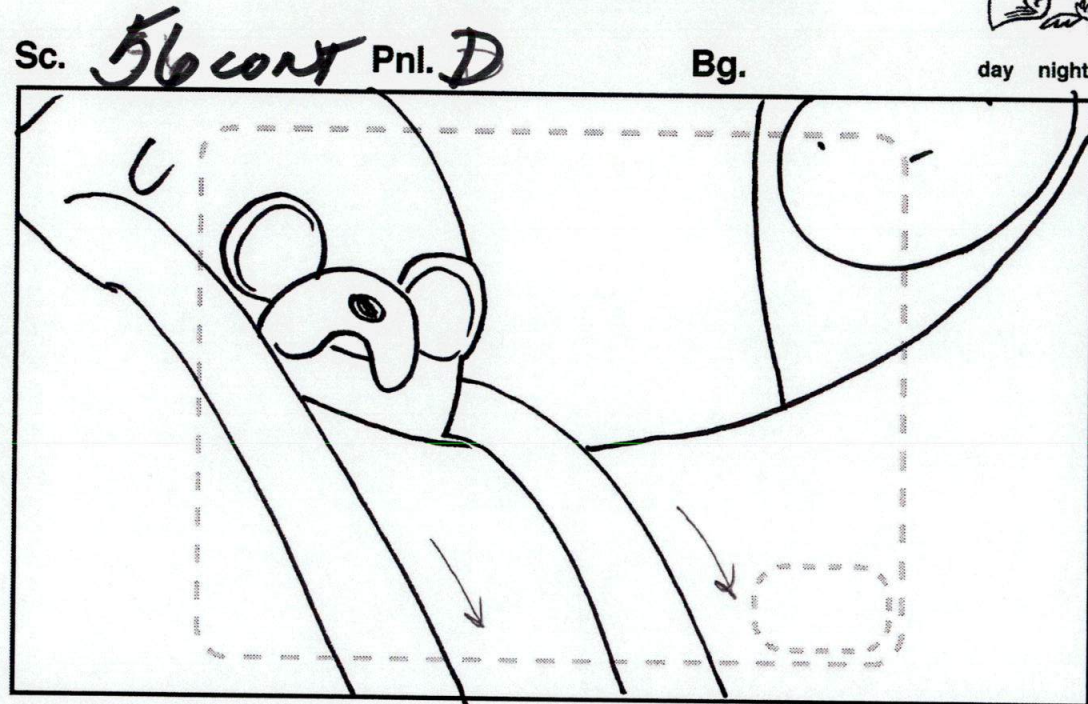
EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME



Dialog:

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

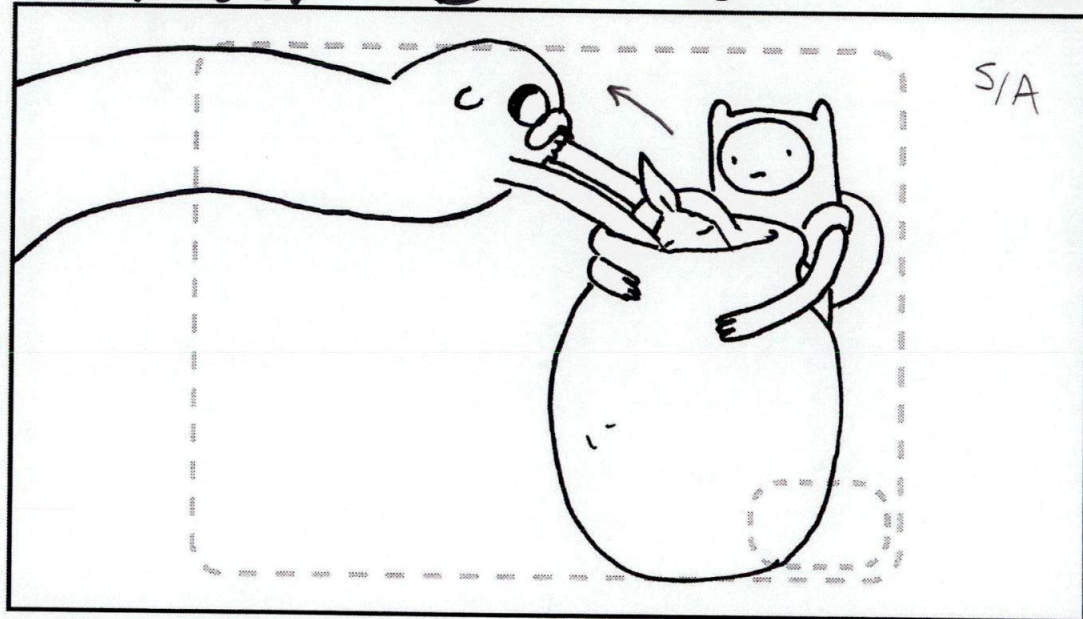
ADVENTURE TIME



Sc. 57 cont Pnl. B

Bg.

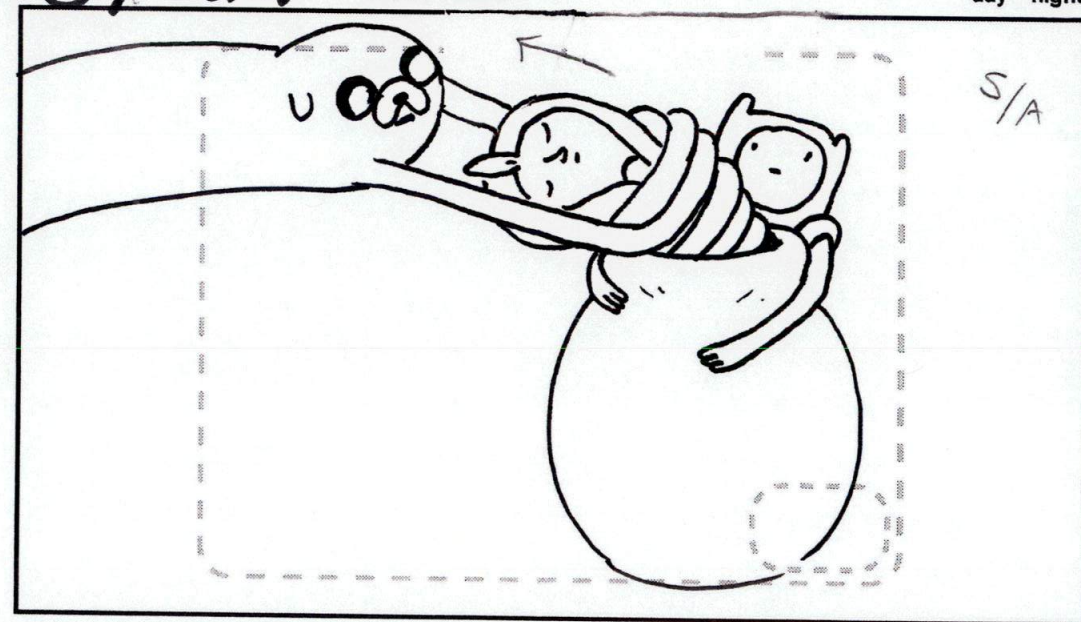
day night



Sc. 57 cont Pnl. C

Page 82

day night



Dialog:

Action:

- J. PULLS OUT THE MOON WRAPPED
UP IN HIS ARMS.

APR 28 2015

Timing:

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Production:

1034/217

ADVENTURE TIME

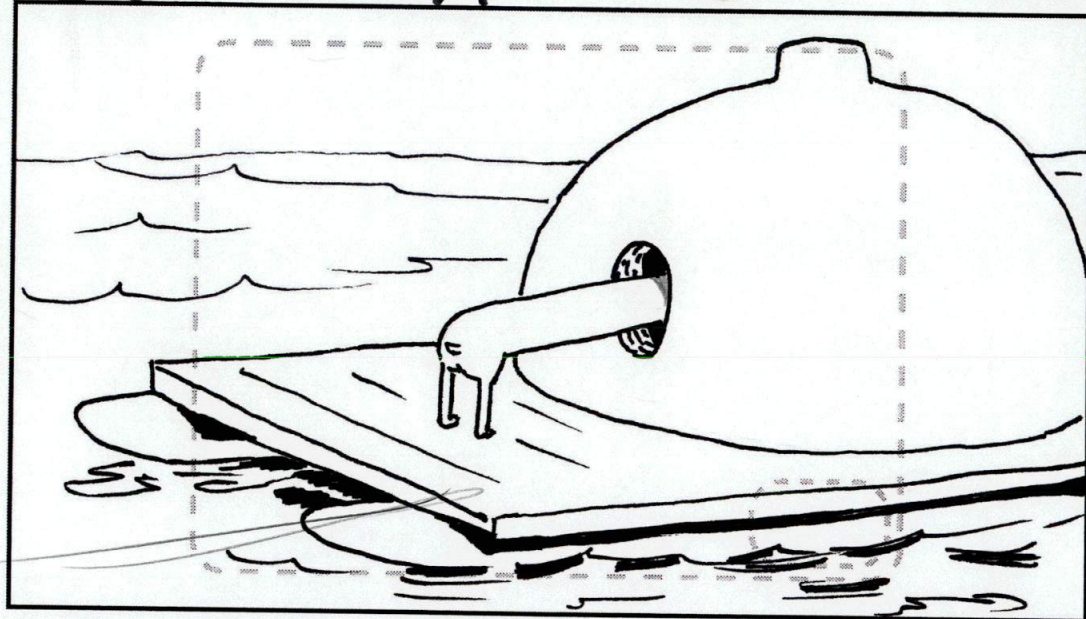


Sc. **58**

Pnl. **A**

Bg.

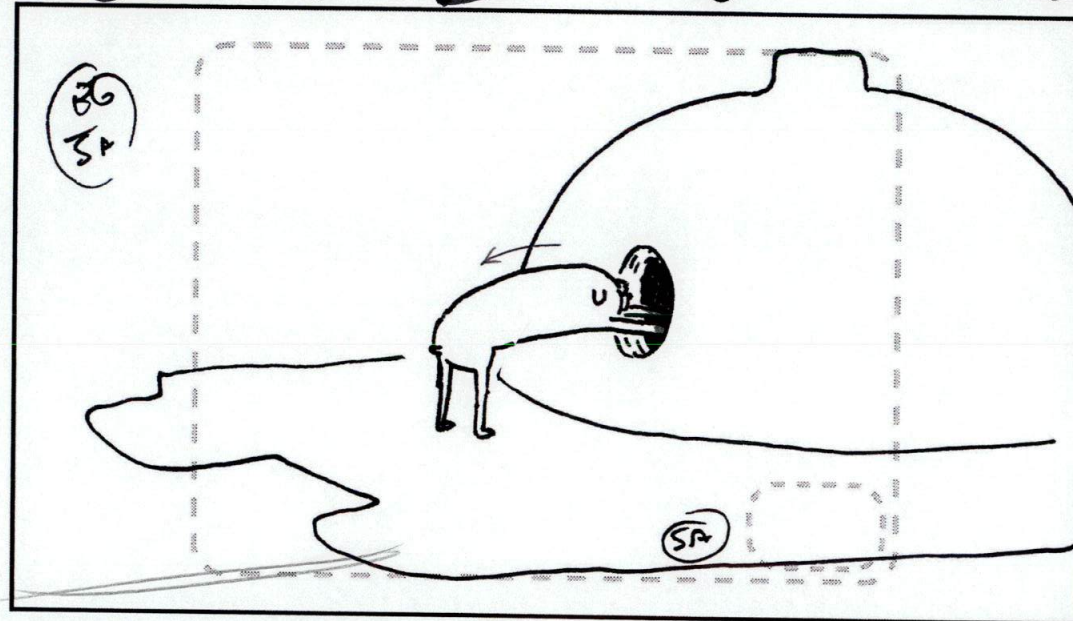
day night



Sc. **58 cont** Pnl. **B**

Bg.

day night



Dialog:

Action:

-J STRETCHES OUTSIDE.

APR 28 2015

Timing:

Page **83**

1034-217

EPISODE #

1034/217

Production:

1034/217

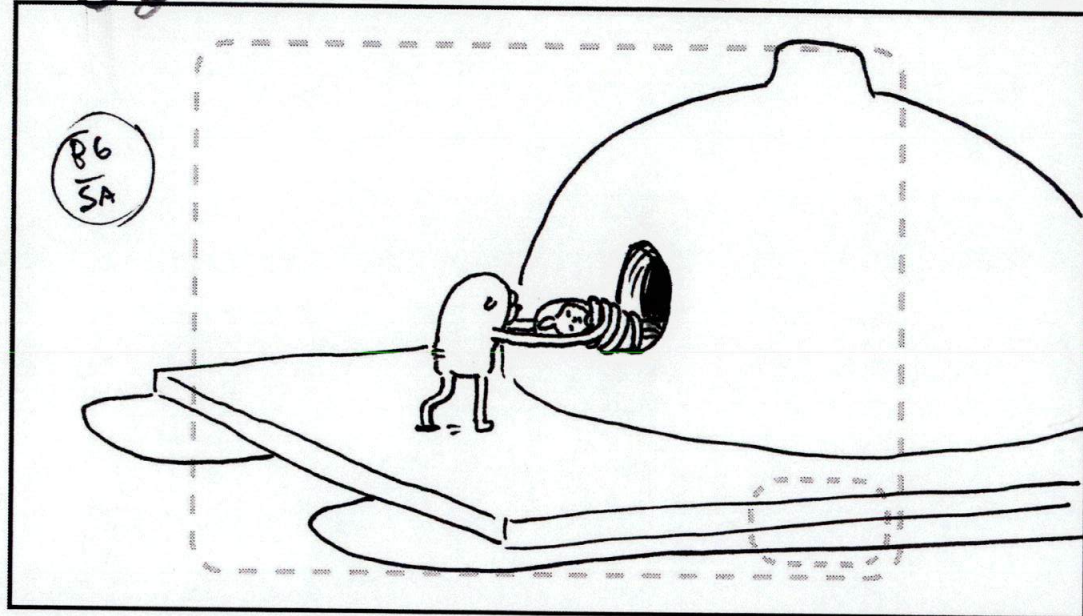
ADVENTURE TIME



Sc. **58 cont** Pnl. **C**

Bg.

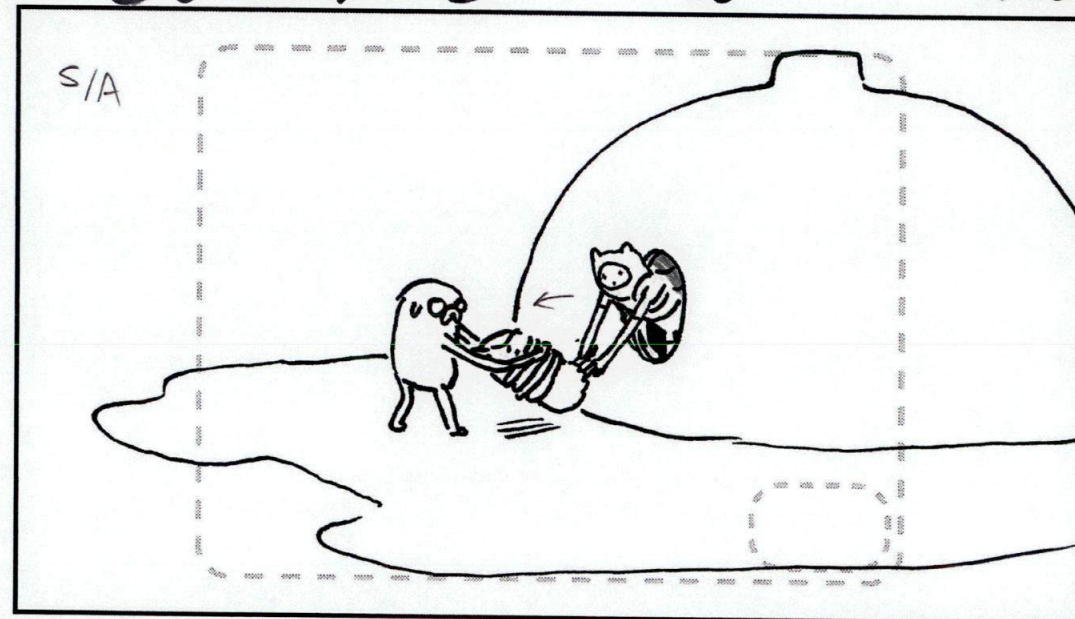
day night



Sc. **58 cont** Pnl. **D**

Bg.

day night



Dialog:

Action:

Timing:

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EPISODE #

1034/217

Production:

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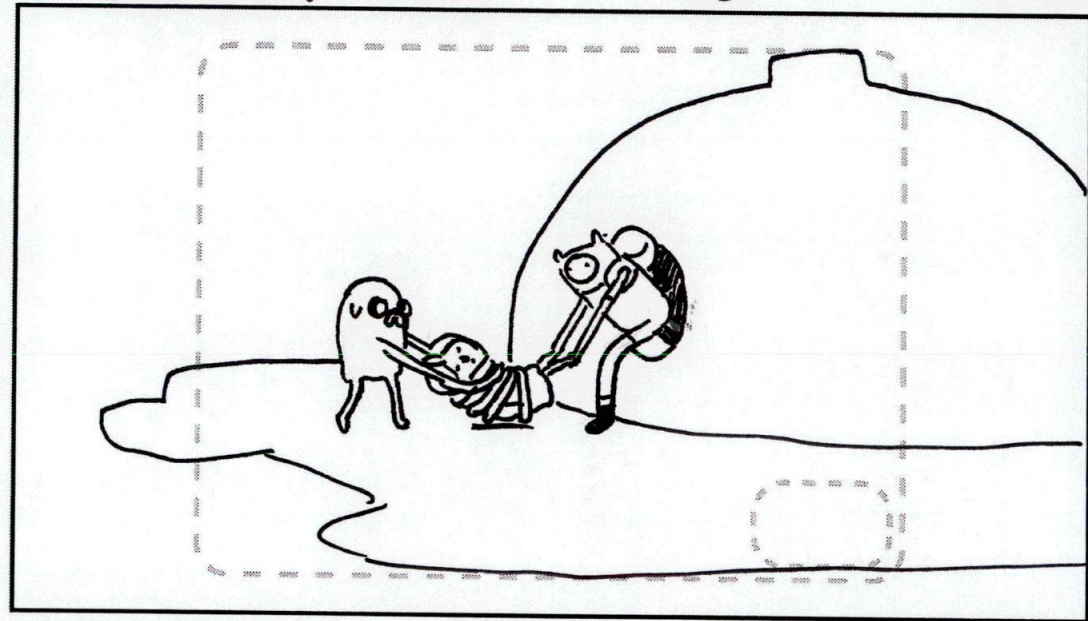
ADVENTURE TIME



Sc. *58 cont* Pnl. *E*

Bg.

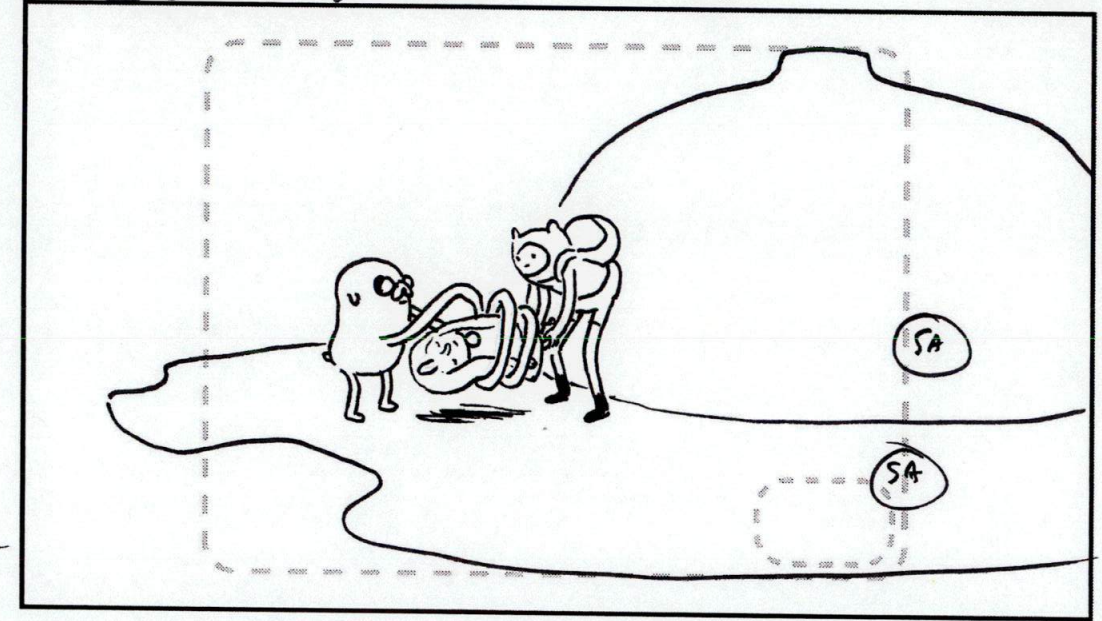
day night



Sc. *58 cont* Pnl. *F*

Bg.

day night



Page *85*

Dialog:
Action:
Timing:

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EPISODE # 1034-217

Production:

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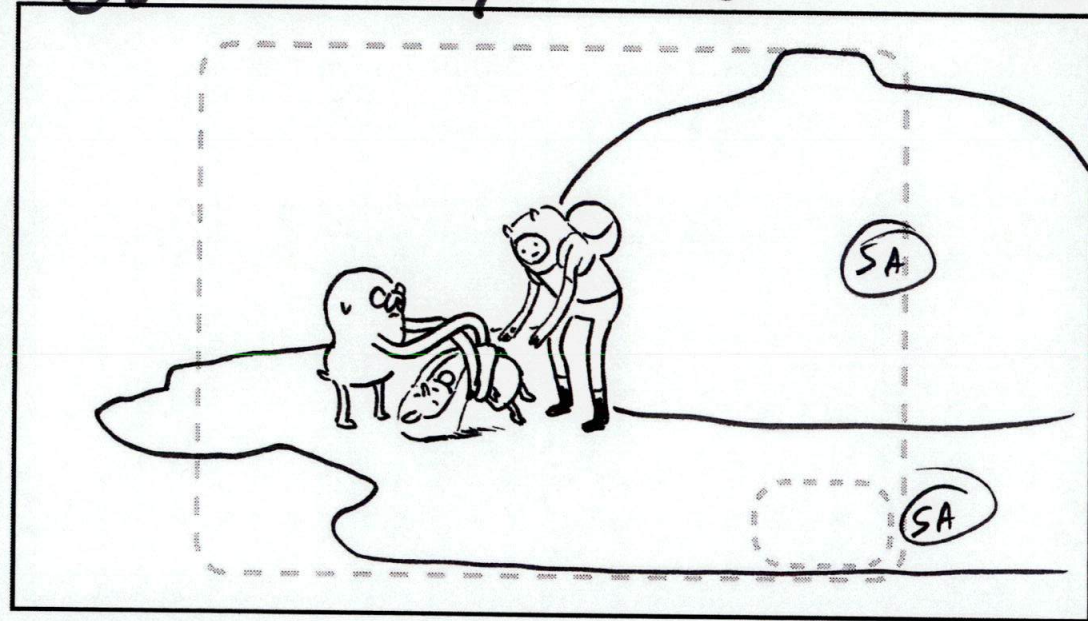
ADVENTURE TIME



Sc. *58 CONT* Pnl. *G*

Bg.

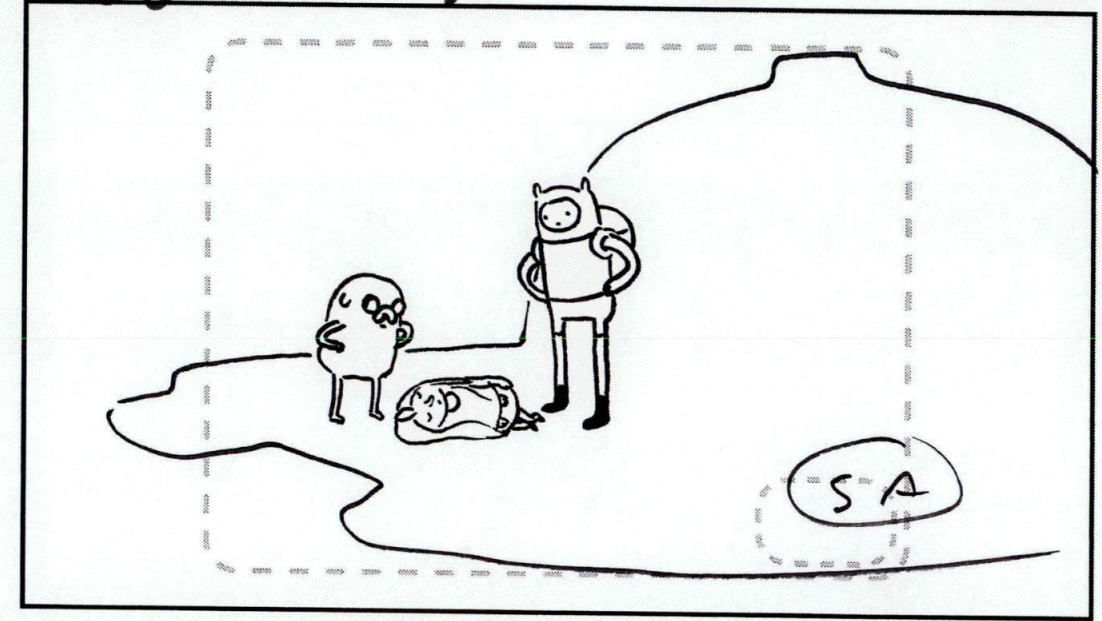
day night



Sc. *58 CONT* Pnl. *H*

Bg.

day night



Page *86*

Dialog:	
Action:	<i>-J, PUTS MOON DOWN ON THE DECK.</i>
Timing:	<i>APR 28 2015</i>

1034-217

EPISODE #

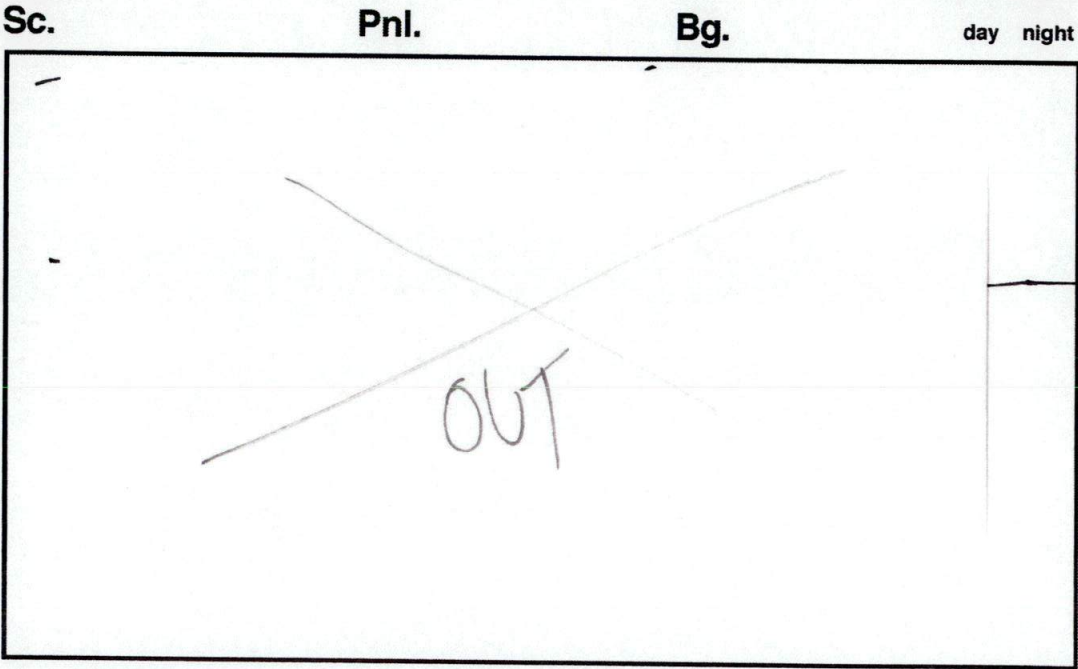
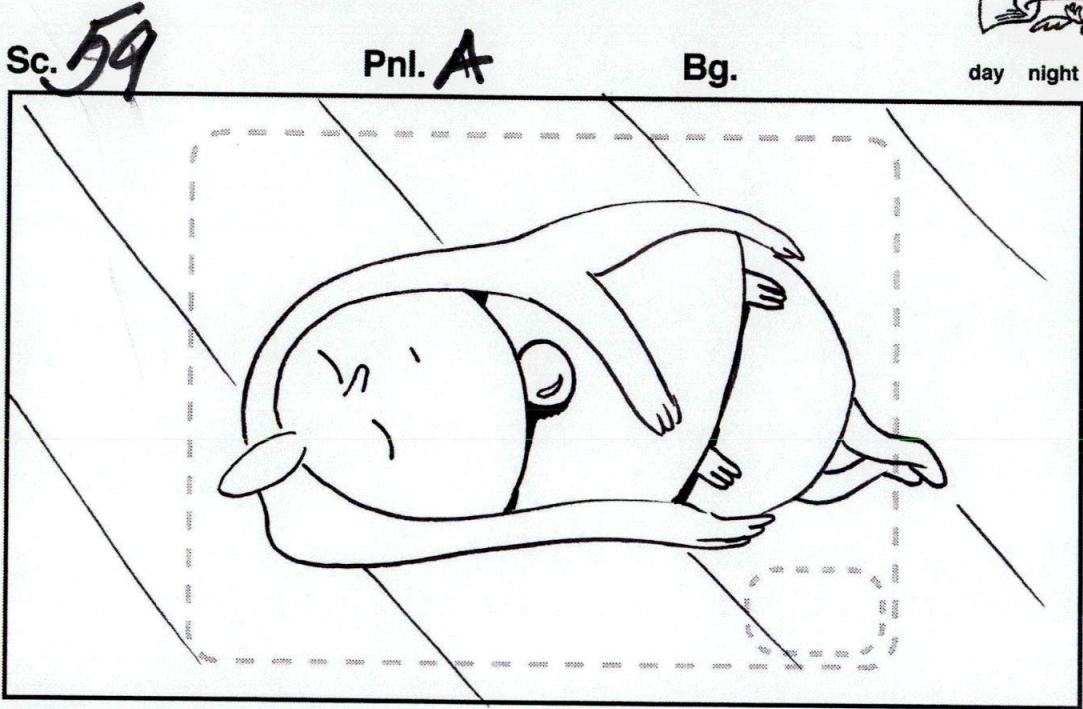
Production:

1034/217

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1034/217

ADVENTURE TIME



Dialog:

THE MOON : [GENTLE BREATHING]

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME

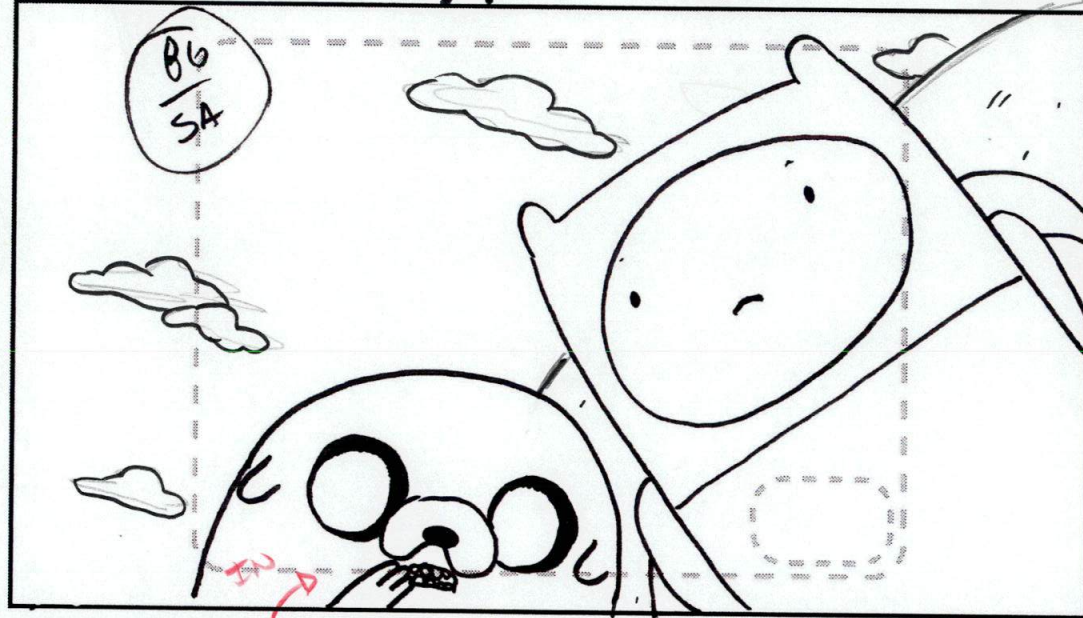


Sc. **60**

Pnl. **A**

Bg.

day night

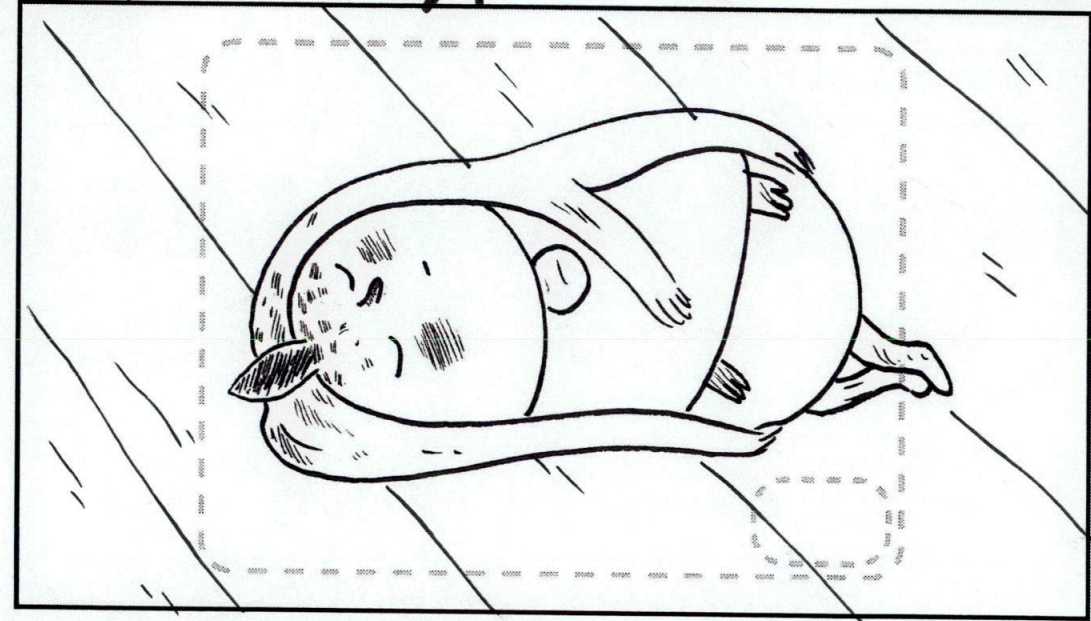


Sc. **61**

Pnl. **A**

Bg.

day night



Page **88**

Dialog:

(OS) ...ssizzzzzz
(SFX)

Action:

- F+J STARE DOWN AT ^{THE} MOON.

- SUNLIGHT STARTS BURNING THE MOON

Timing:

APR 28 2015

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EPISODE #

Production:

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1034/217

ADVENTURE TIME



Sc. **61 CONT** Pnl. **B**

Bg.

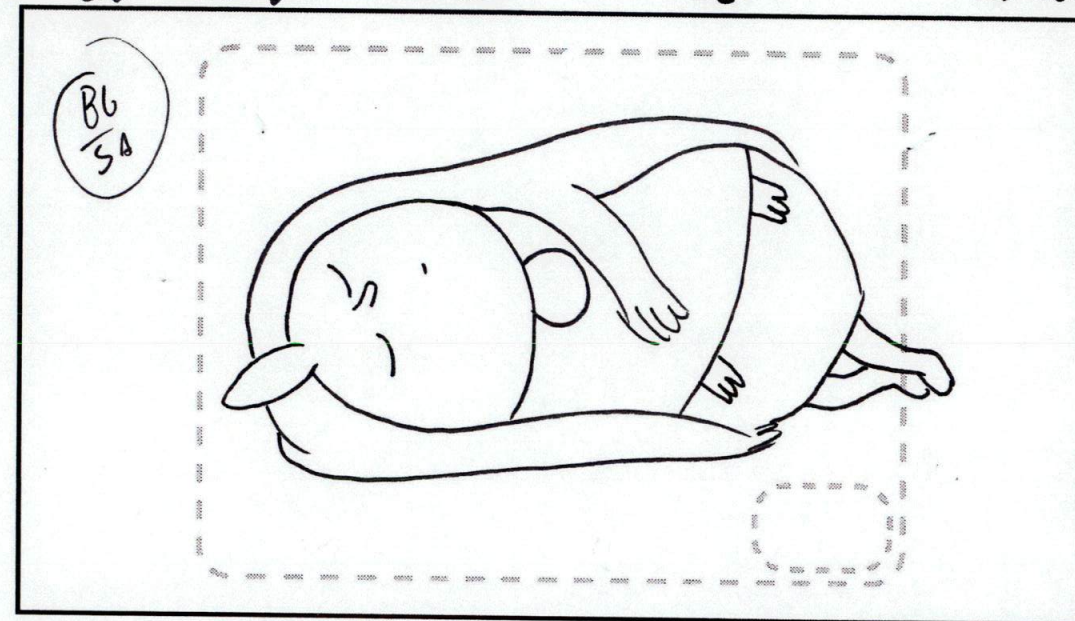
day night



Sc. **61 CONT** Pnl. **C**

Bg.

Page **89**
day night



Dialog:

sfx *sizzzzz*
(cont)

F&J
(OS)

WOWW!

Action:

- moon's skin bubbles & chars

- moon returns to normal
ALMOST INSTANTANEOUSLY.

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

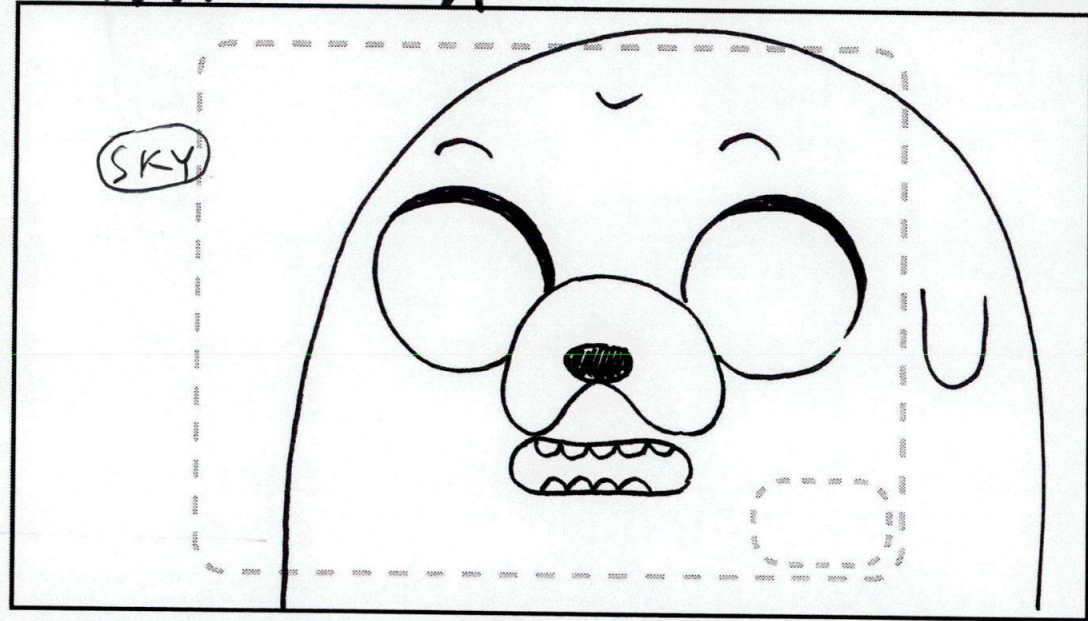
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1034/217

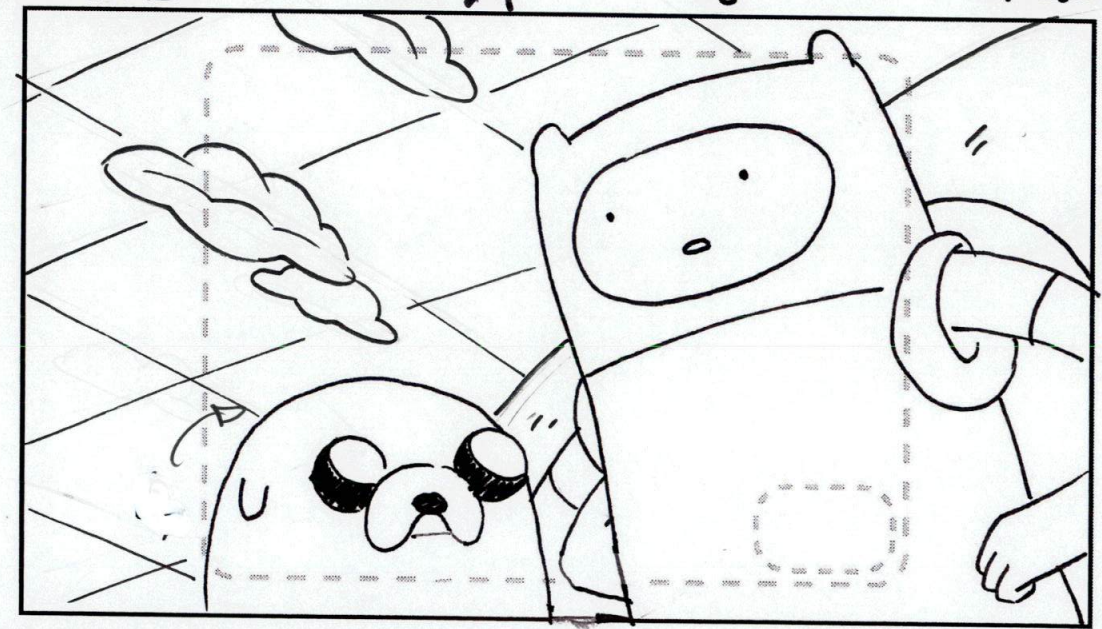
ADVENTURE TIME



Sc. **61A** Pnl. **A** Bg. day night



Sc. **61B** Pnl. **A** Bg. day night



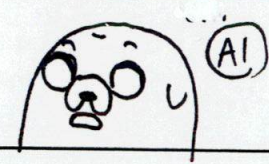
Page **90**
day night **90A NEXT**

Dialog:

J How're we supposed to destroy this Stay-Fresh Creep?

F HM. LET'S STICK WITH PB'S PLAN AND TRY

Action:



Timing:

APR 28 2015

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Production:

1034/217

1034/217

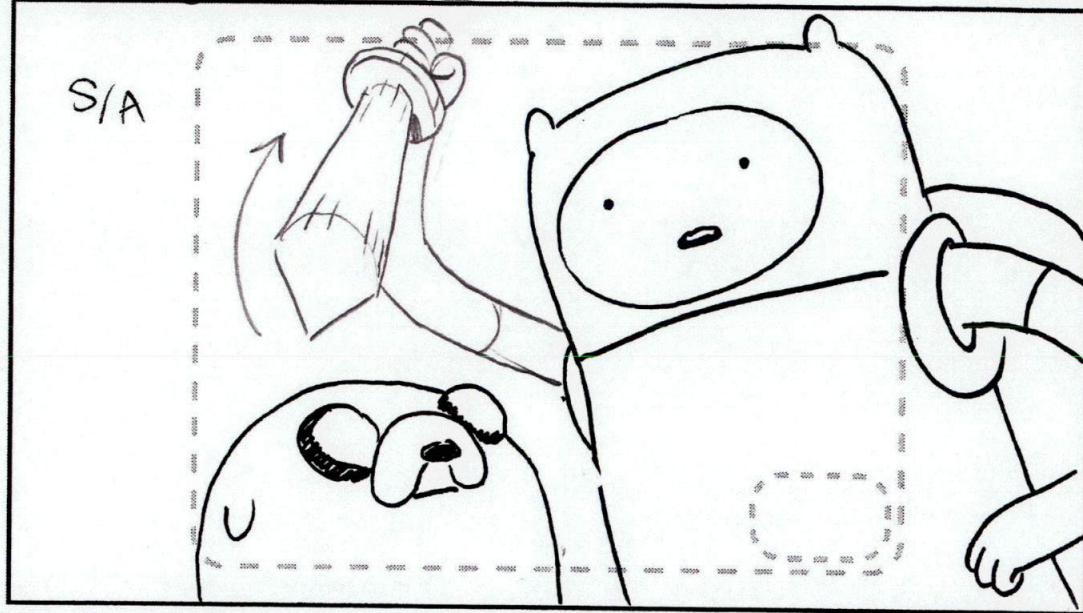
ADVENTURE TIME



Sc. **61 B cont** Pnl. **B**

Bg.

day night

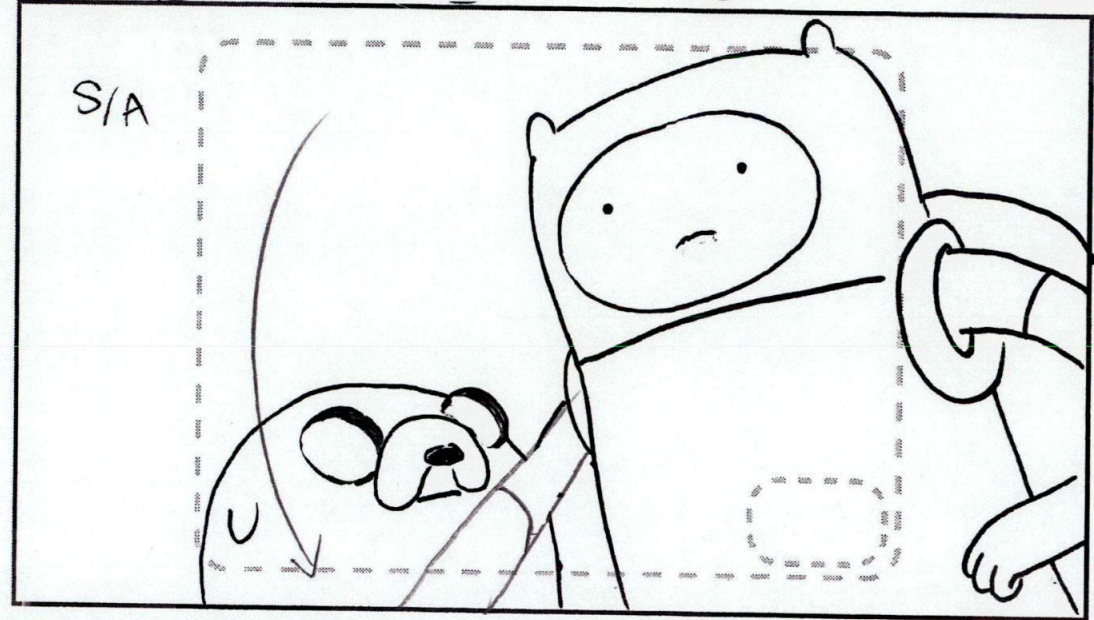


Sc. **61 B cont** Pnl. **C**

Bg.

Page

day night



Dialog:

Finn STAKING HER A BUNCH OF
DIFFERENT WAY'S

(F)

SFX: * SHOOK *

Action:

- F. RAISES STAKE SWORD

- F. STAKES MOON

Timing:

APR 28 2015

EPISODE # 1034-217

1034/217

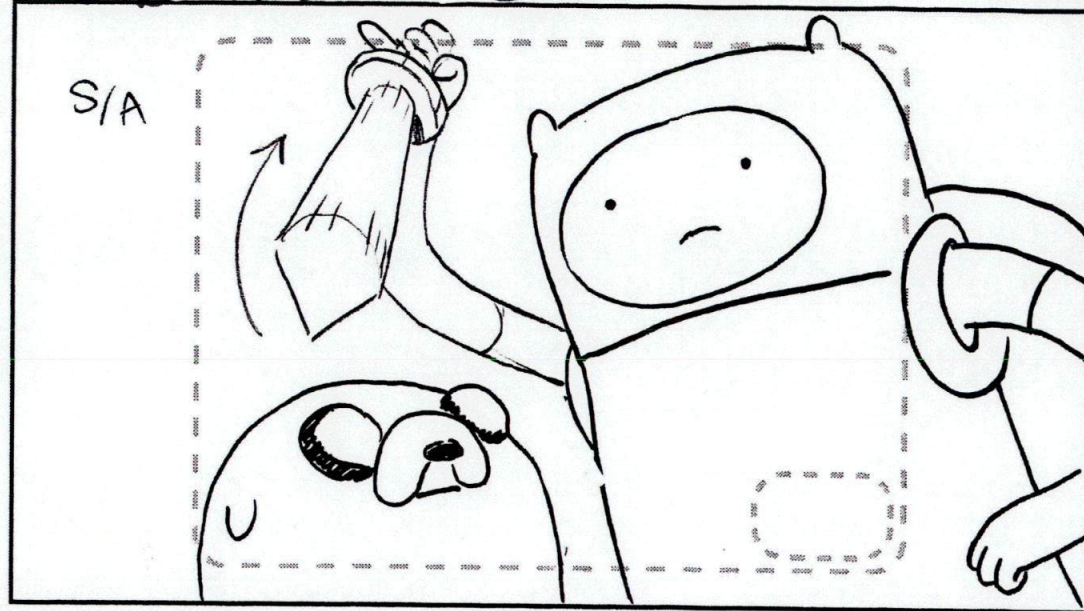
Production:

1034/217

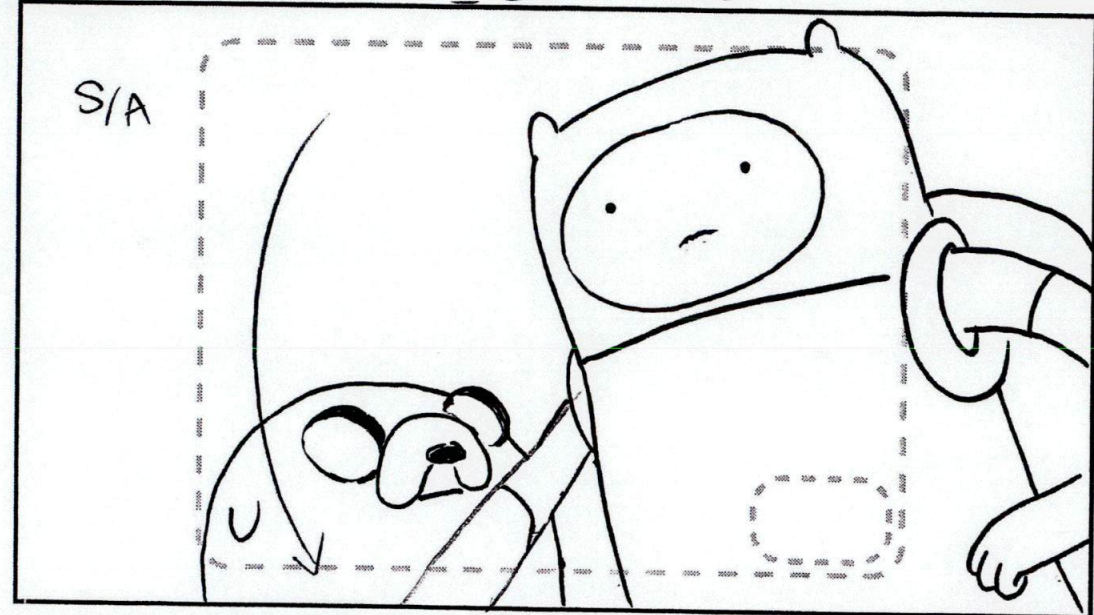
ADVENTURE TIME



Sc. 61B CONT Pnl. D Bg. day night



Sc. 61B CONT Pnl. E Bg. day night



Dialog:

SFX: * SHOOK *

Action:

- F. RAISES STAKE SWORD

- F. STAKES MOON

APR 28 2015

Timing:

1034-217

EPISODE #

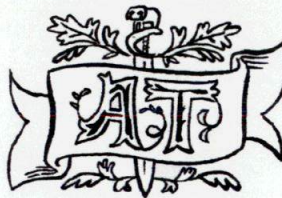
1034/217

Production:

Page 90B
90C NEXT

1034/217

ADVENTURE TIME

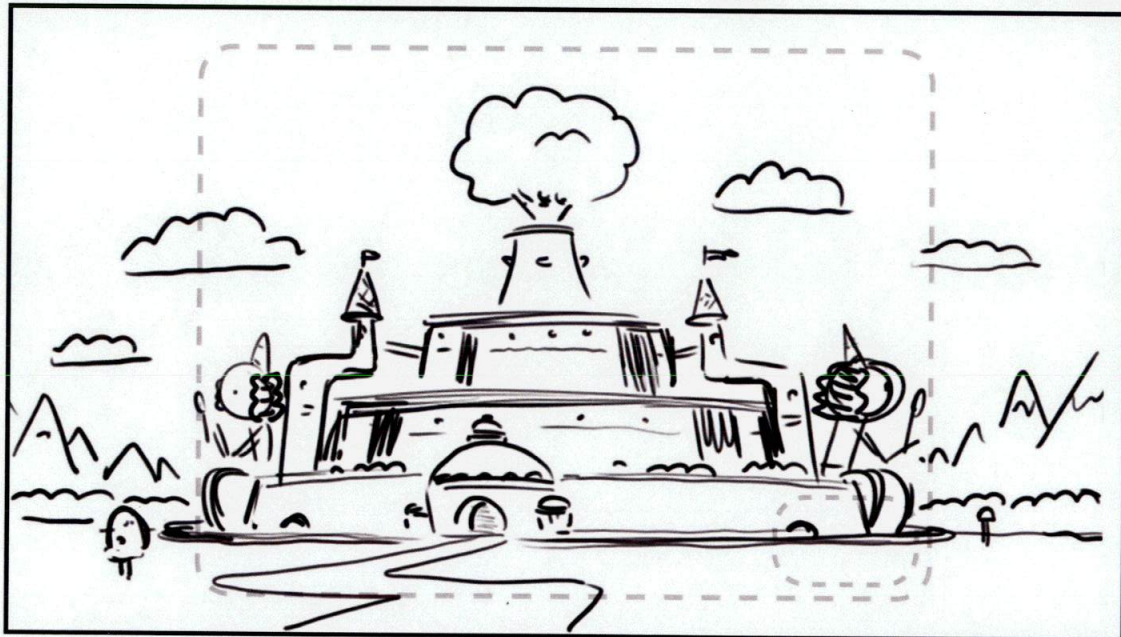


Sc. 62

Pnl. A

Bg.

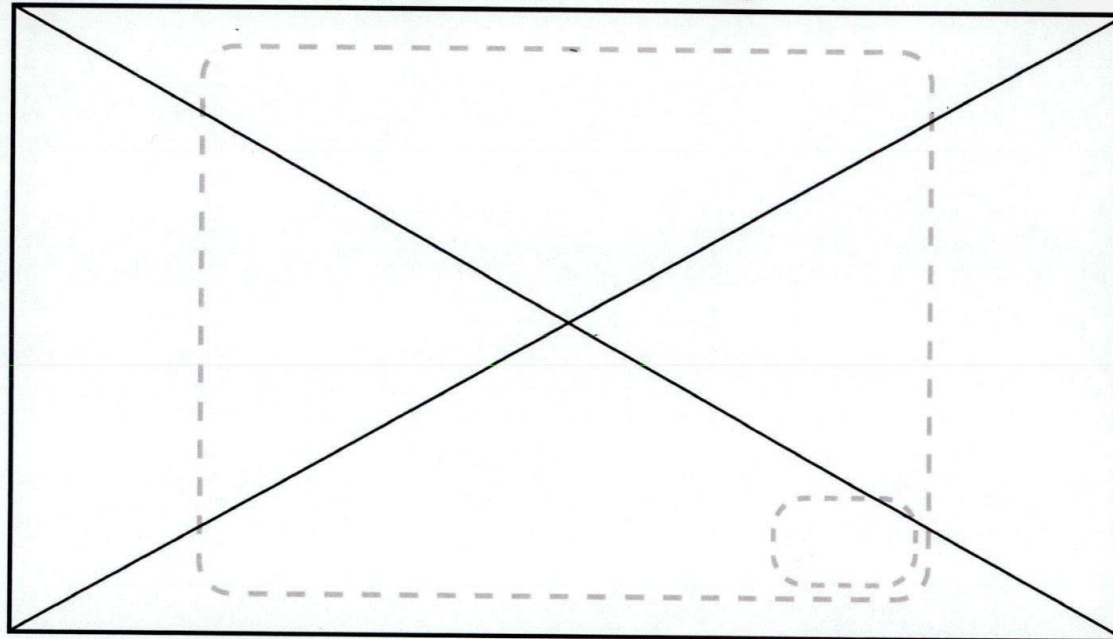
day night



Sc.

Pnl.

Bg.



Page 90C
9/1/15
day night

Dialog:

KOO (o.s.) Hmmmmm.

(KOO stock cycles)

Action:

Timing:

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Production:

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1034/217

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ADVENTURE TIME



Page 91

Sc. *62 cont* Pnl.

Bg.

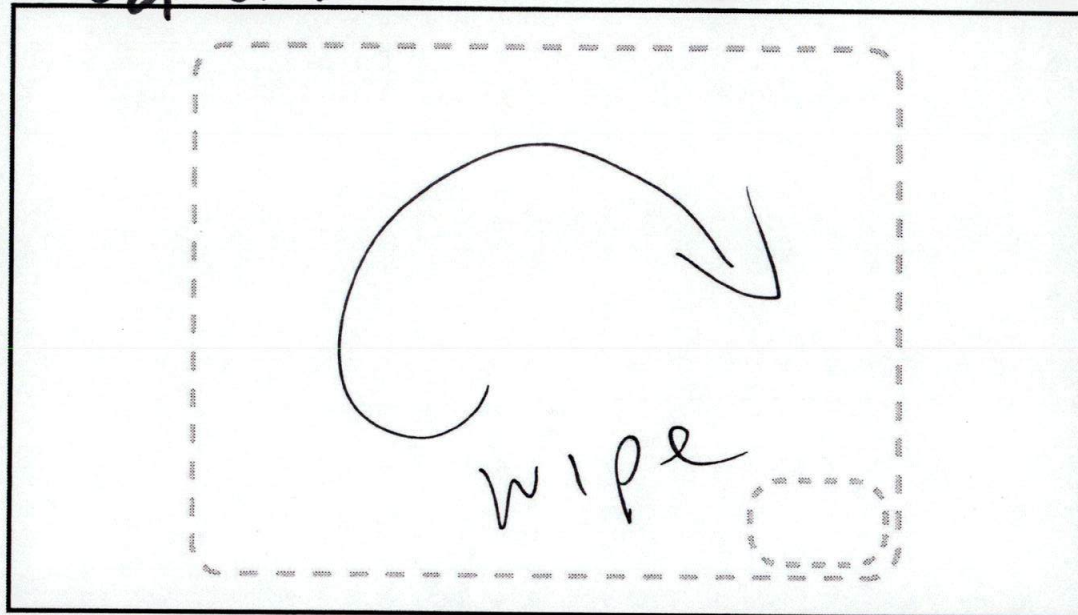
day night

Sc. 63

Pnl. *A*

Bg.

day night



Dialog:

Action:

Timing:

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Production:

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ADVENTURE TIME



Sc. 63 *CONT* Pnl. *B*

Bg.

day night



Sc. 63 *CONT* Pnl. *C*

Bg.

Page 92

day night

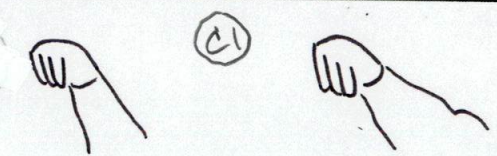
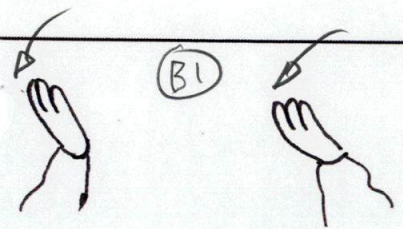


Dialog:

(KOO) higher.... higher!

(KOO) lower.... lower.

Action:



Timing:

APR 28 2015

Production:

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1034/217

ADVENTURE TIME



Page 93

Sc. 63 *CONT* Pnl. *D*

Bg.

day night

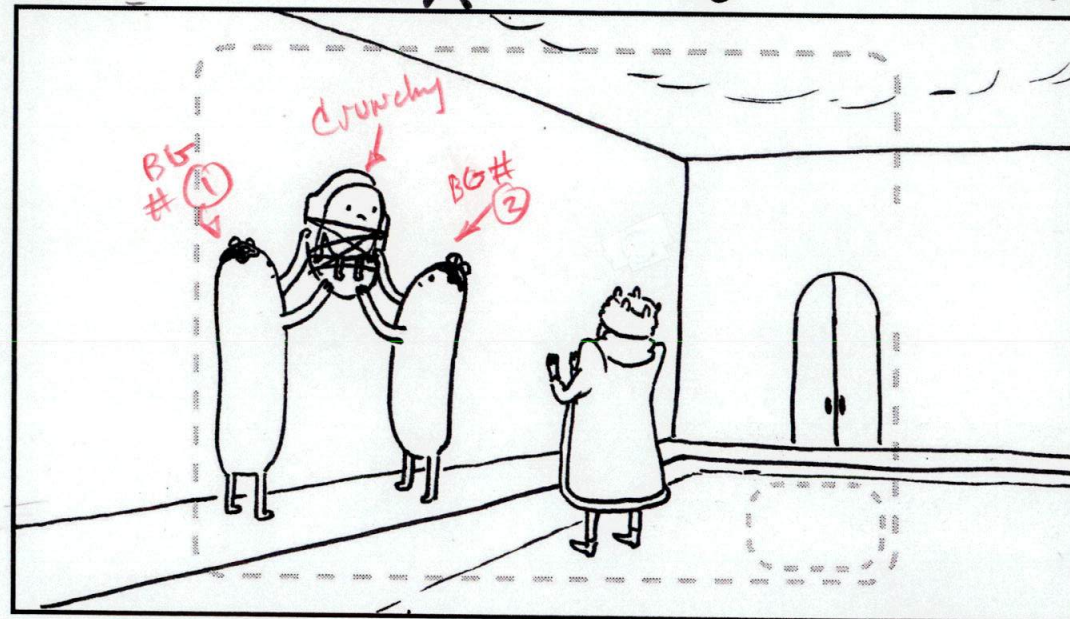


Sc. 64

Pnl. *A*

Bg.

day night



Dialog:

(KOO) UP Lower...

Action:

Timing:



(KOO) Perfect

- BANANA GUARDS ARE HOLDING CRUNCHY TROPHY UP TO WALL.

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ADVENTURE TIME

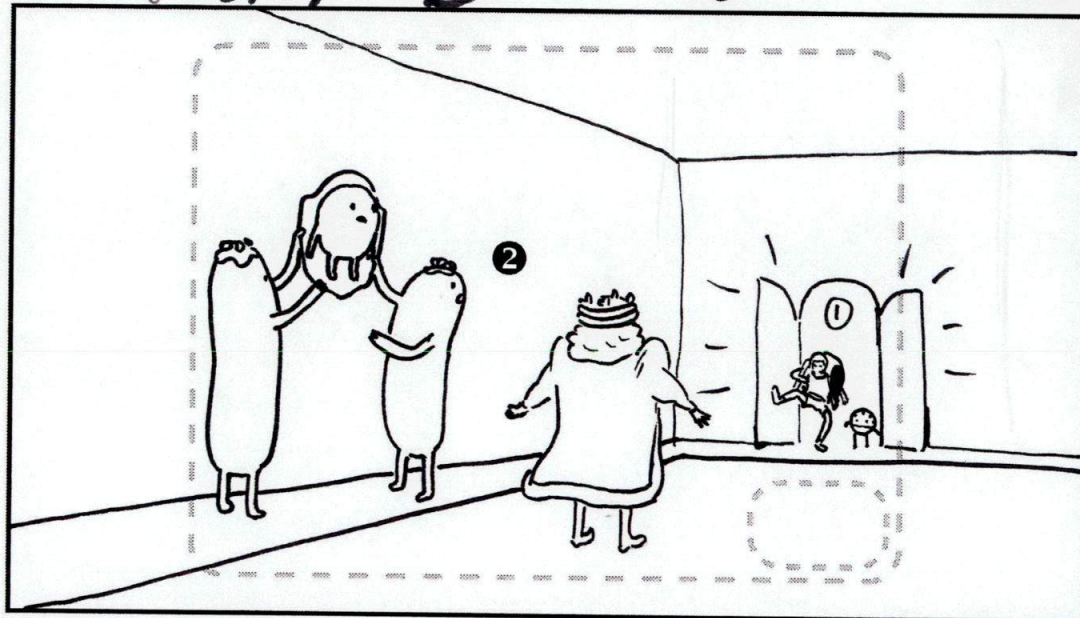


Page 94

Sc. 64 *CONT* Pnl. *B*

Bg.

day night

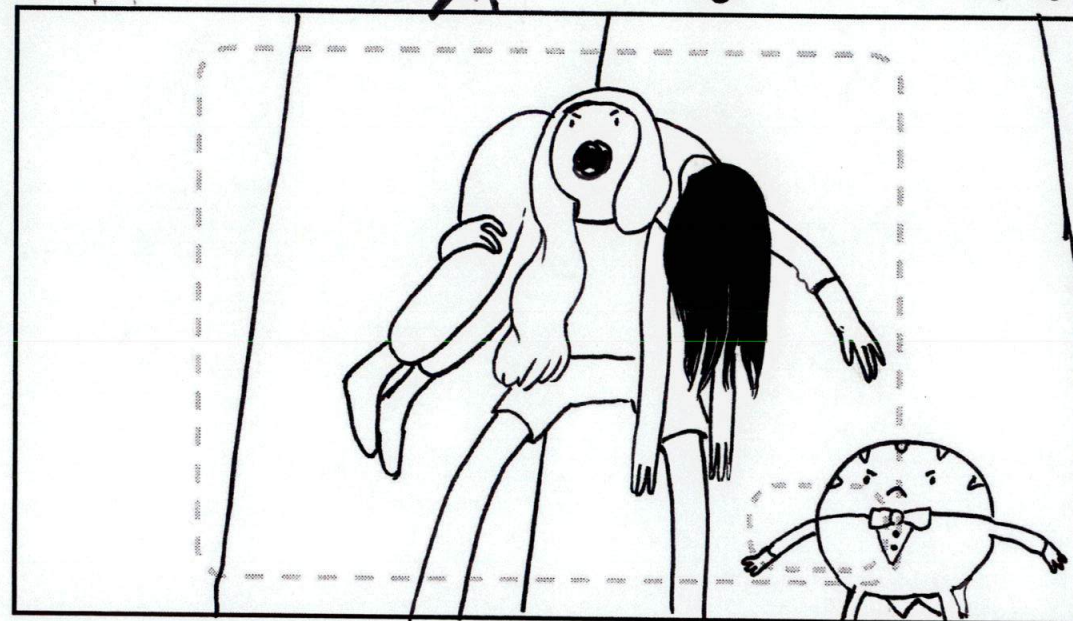


Sc. 65

Pnl. *A*

Bg.

day night



Dialog:

Sfx Blam!

Action:

-PB KICKS OPEN DOOR.

Timing:

(PB) Hey!

(B1)



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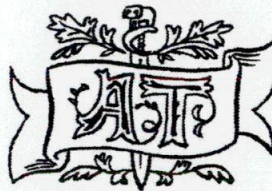
Production:

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1034/217

ADVENTURE TIME



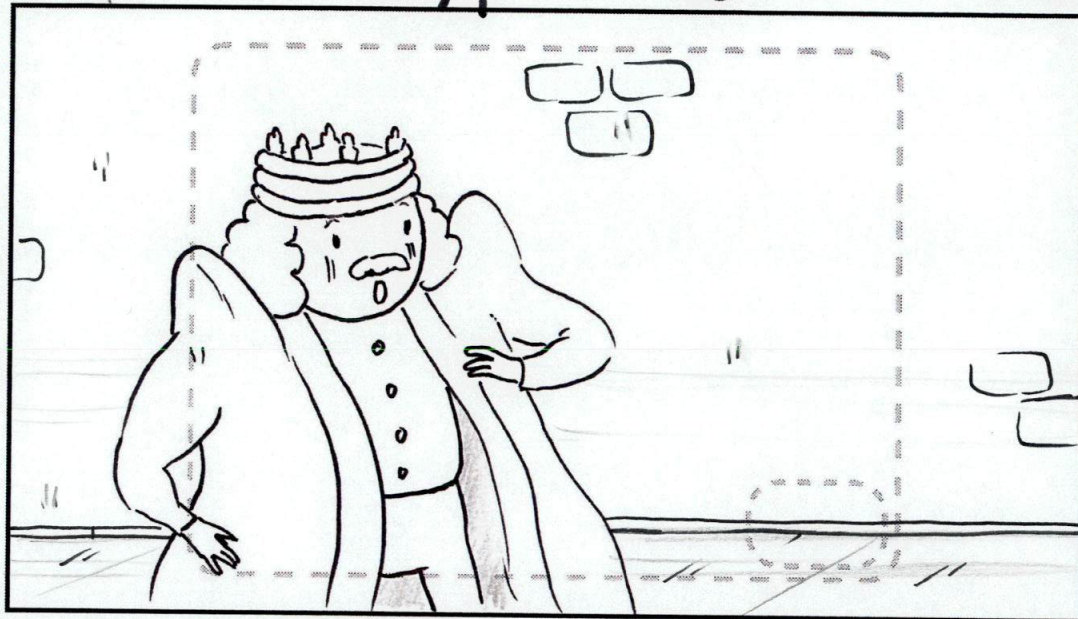
Page 95

Sc. 66

Pnl. A

Bg.

day night

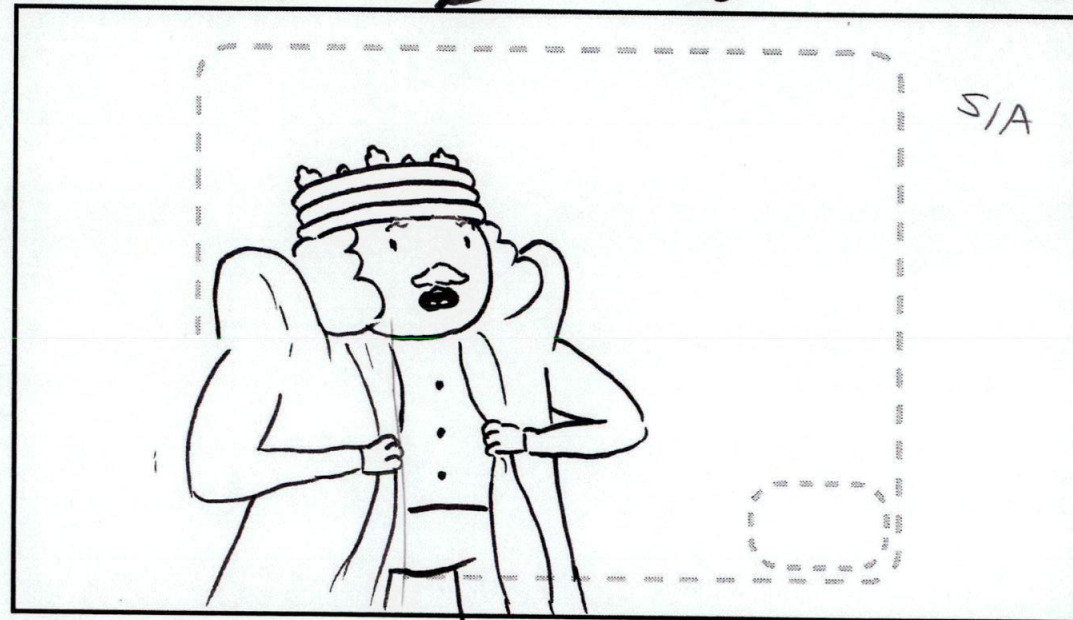


Sc. 66 *cont*

Pnl. B

Bg.

day night



Dialog:

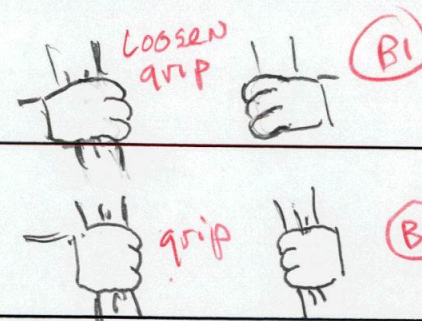
(Koo) Woah!

(Koo)

Ah! what are you doing here
former Princess Bubblegum?

Action:

Timing:



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Production:

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1034/217

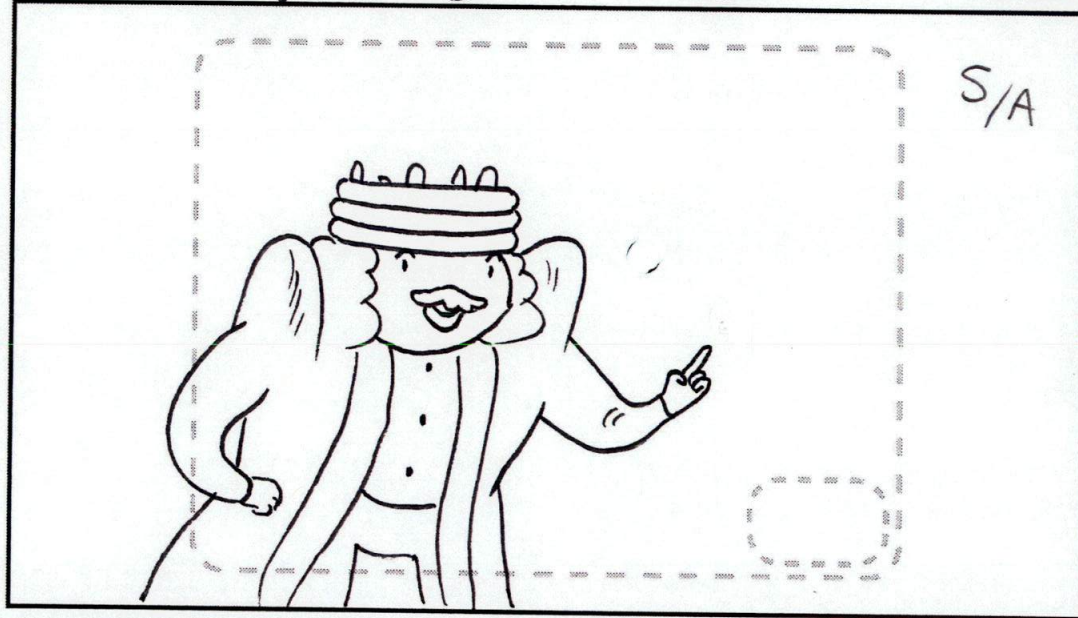
ADVENTURE TIME



Sc. 66 *CONT* Pnl. *C*

Bg.

day night



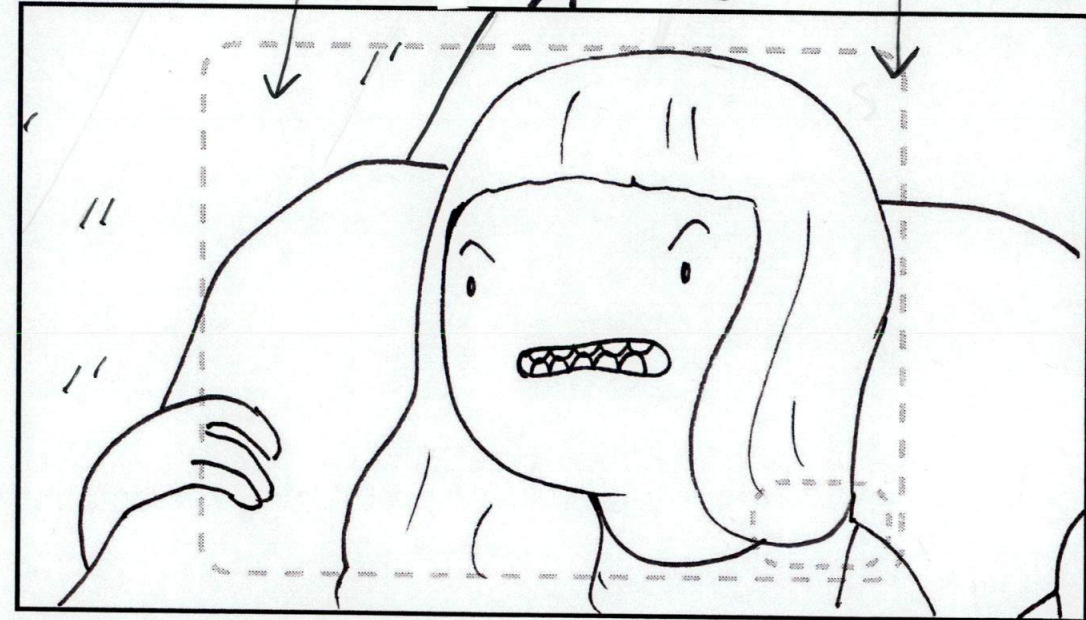
Sc. 67

Pnl. *A*

Bg.

Page *96*

day night



Dialog:

Koo

did you forget that you lost the election?

PB monarchies

Action:

Timing:



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Production:

1034/217

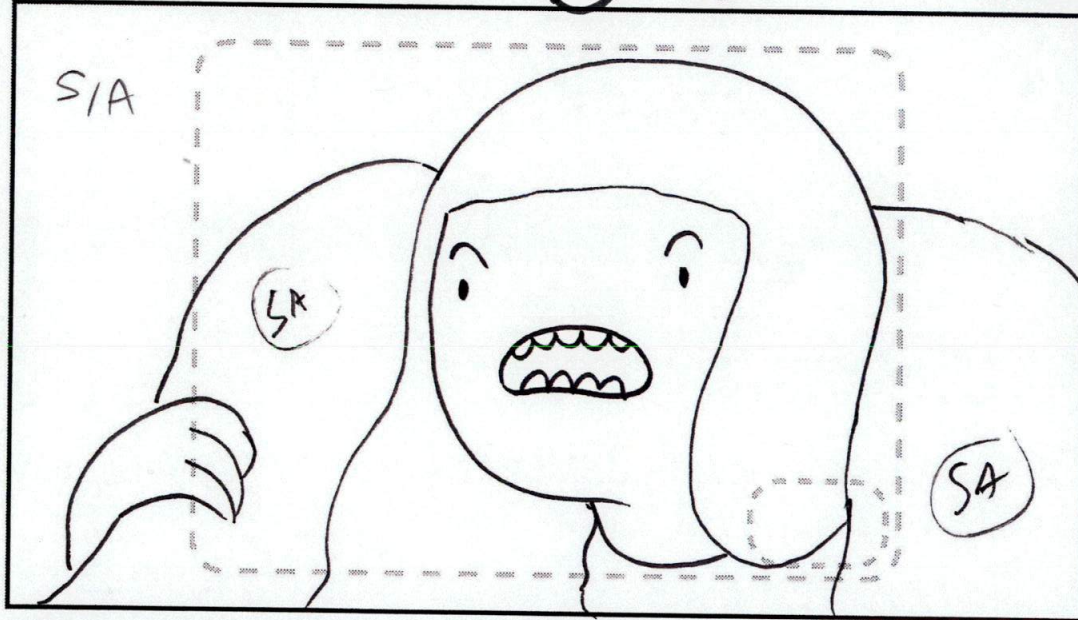
1034/217

ADVENTURE TIME



Sc. 67 *CONT* Pnl. *B* Bg.

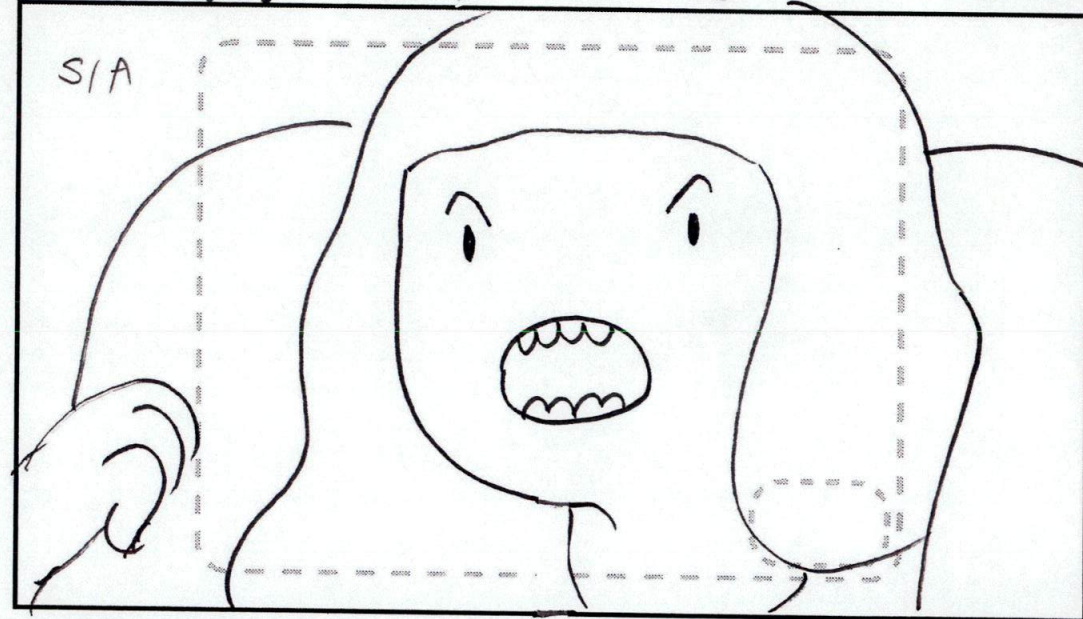
day night



Sc. 67 *CONT* Pnl. *C* Bg.

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day night



Dialog:

PB

ARE

PB

not

Action:

Timing:

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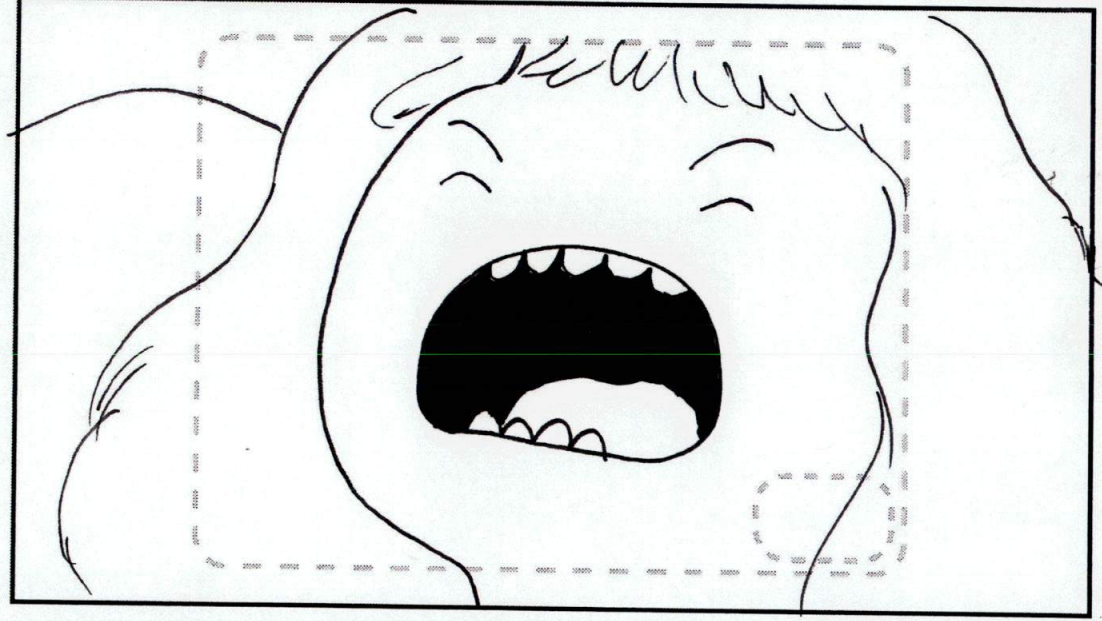
ADVENTURE TIME



Sc. 67 *CONT* Pnl. *D*

Bg.

day night

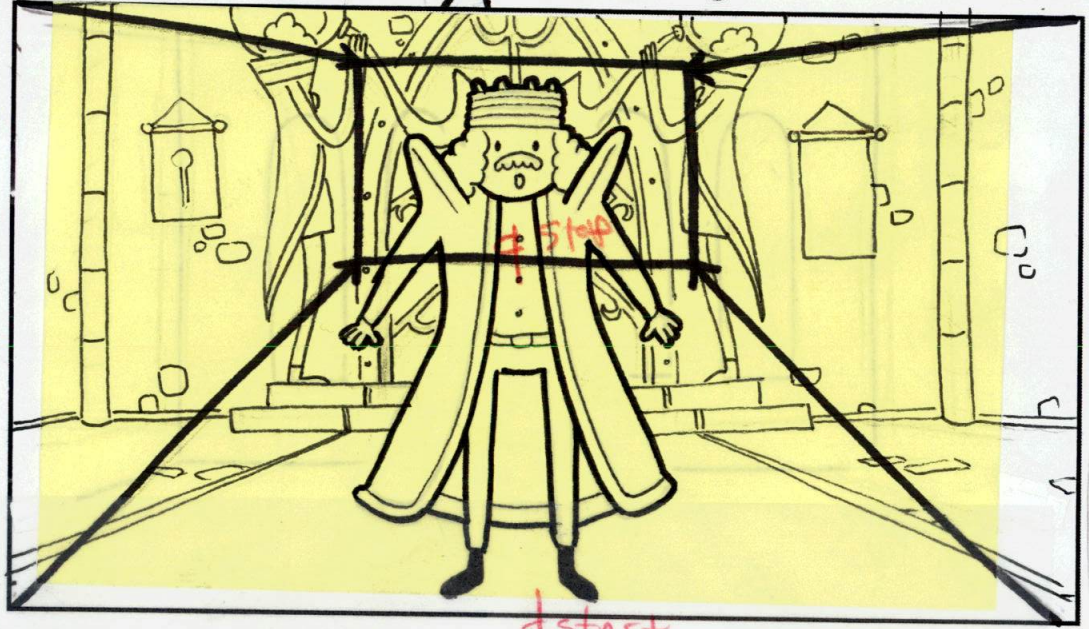


Sc. 68

Pnl. *A*

Bg.

day night



Dialog:

(PB) DEMOCRACIES!

(KOO) Whut??

Action:

-TRUCK IN ON KOO

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Timing:

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ADVENTURE TIME



Sc. 68 *CONT* Pnl. *B*

Bg.

day night



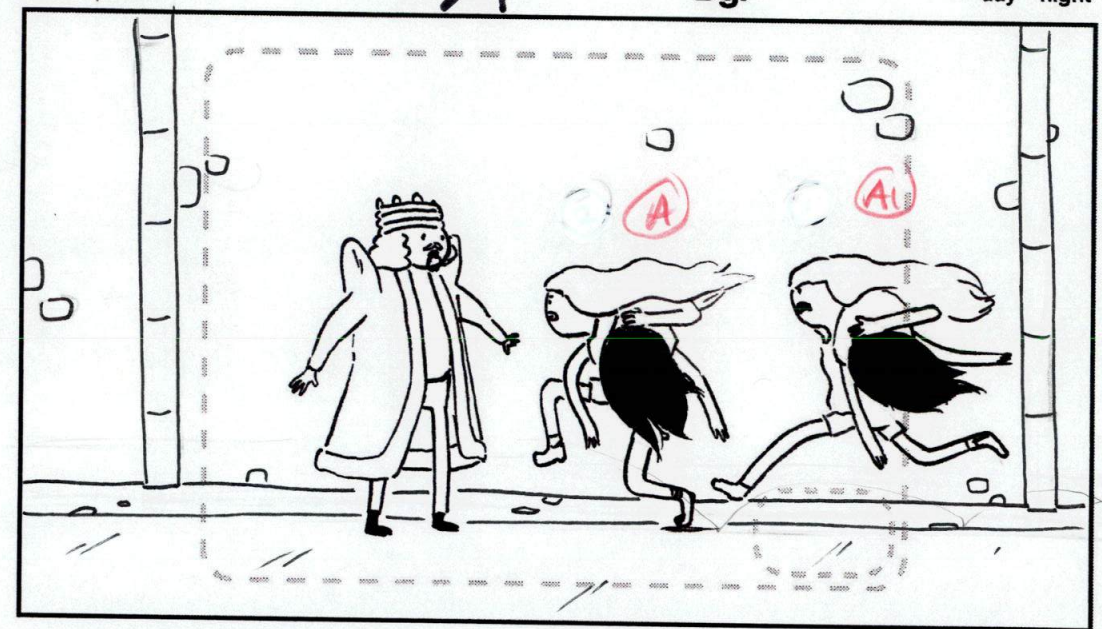
Sc. 69

Pnl. *A*

Bg.

Page 99

day night



Dialog:

(PB) (os) Aaaaa ~~~~~>

Action:

-PB RUNS UP TO KOO

APR 28 2015

Timing:

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Production:

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ADVENTURE TIME



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Sc. 69 *CONT* Pnl. *B*

Bg.

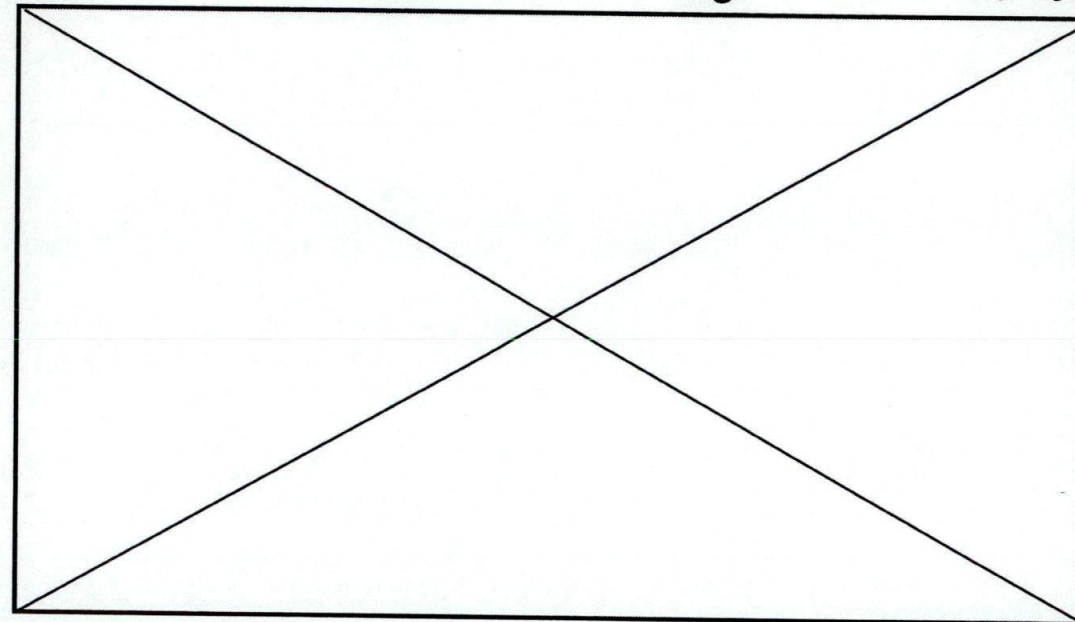
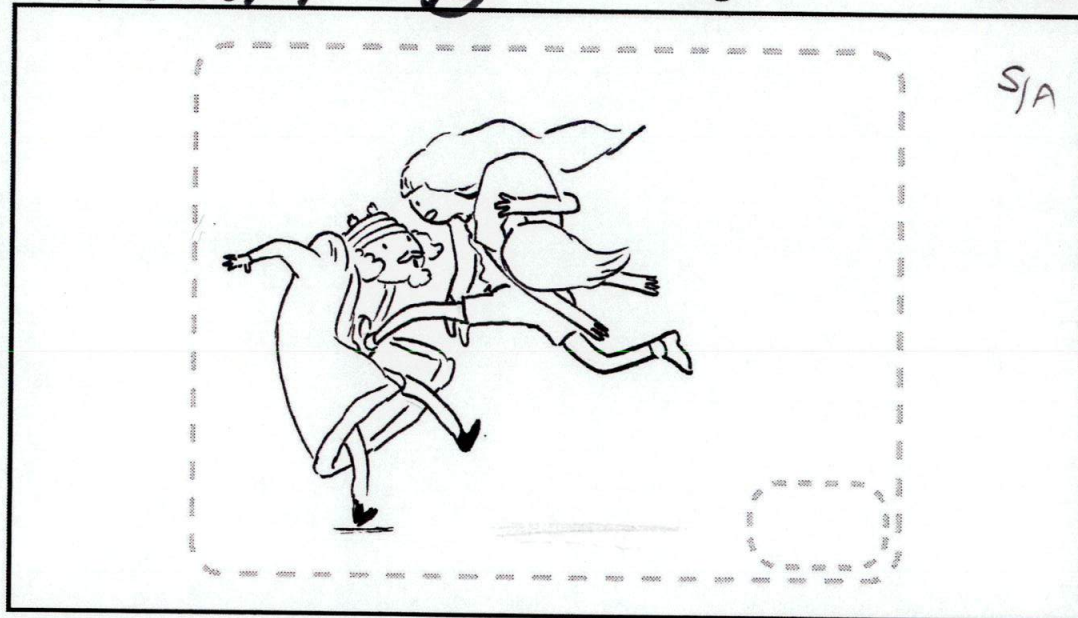
day night

Sc.

Pnl.

Bg.

day night



Dialog:

KOO *oof!*

Action:

Timing:

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Production:

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1034/217

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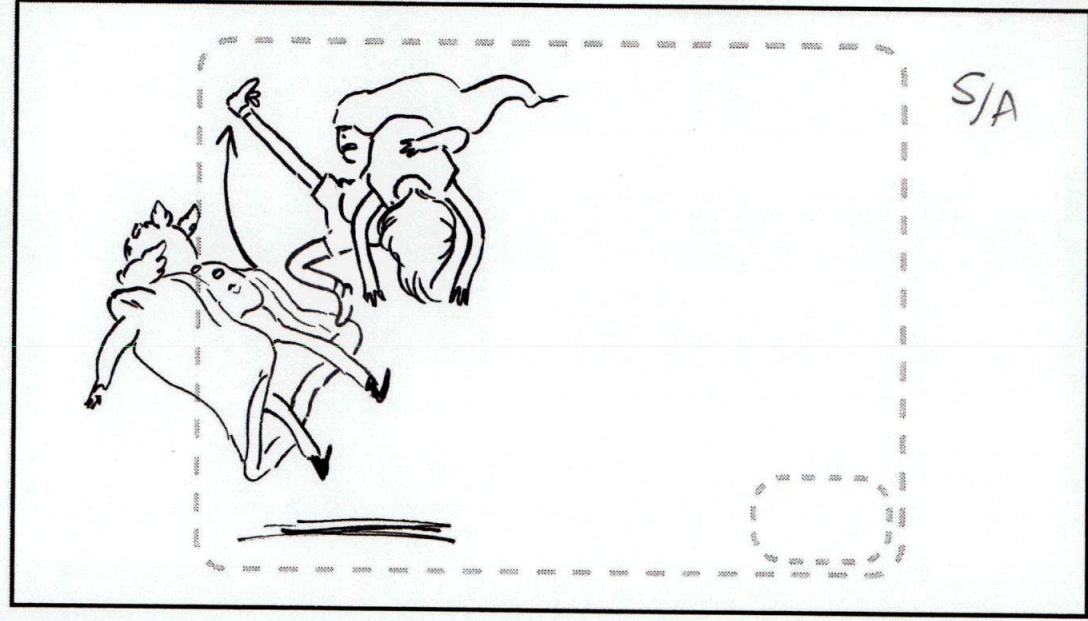
ADVENTURE TIME



Sc. 69 *CONT* Pnl. C

Bg.

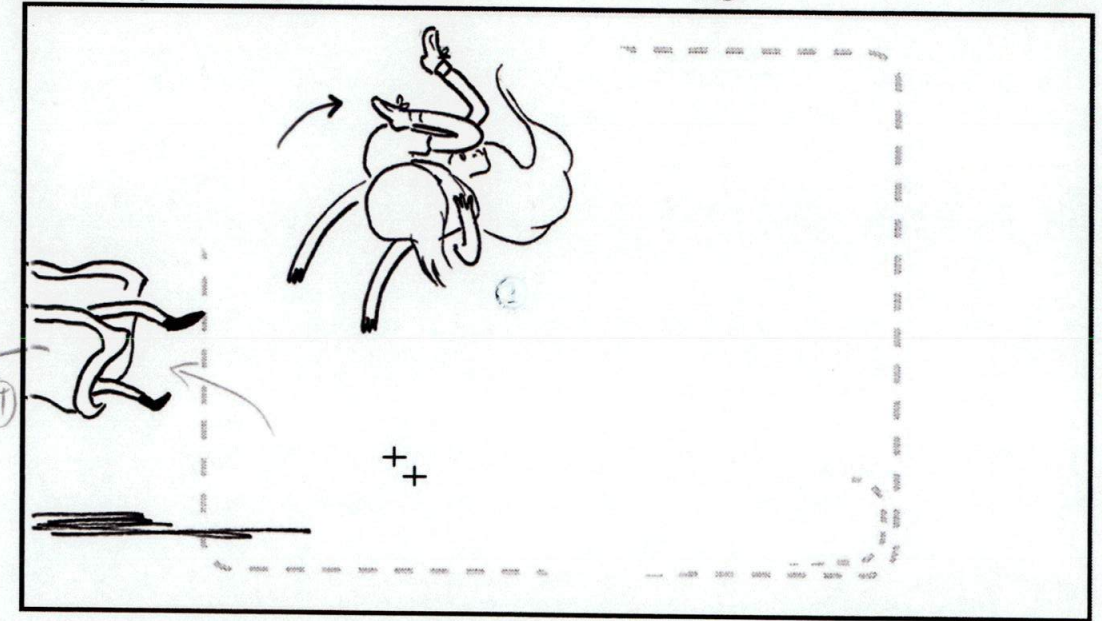
day night



Sc. 69 *CONT* Pnl. D

Bg.

day night



Dialog:

Action:

-PB BICYCLE KICKS KOO OFF/S AND LANDS

Timing:



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ADVENTURE TIME



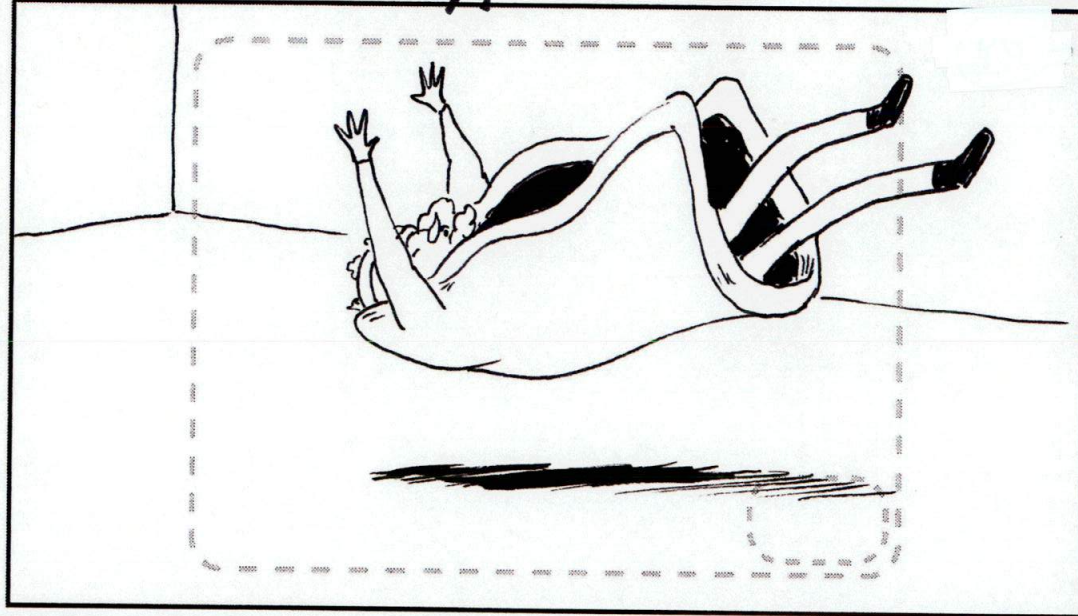
Page 102

Sc. 70

Pnl. **A**

Bg.

day night



Sc. 70 **CONT**

Pnl. **B**

Bg.

day night



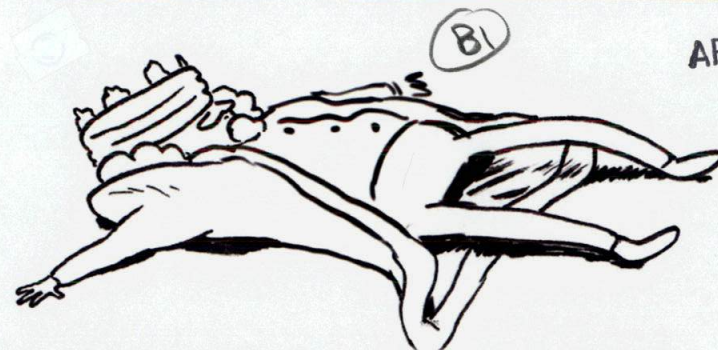
Dialog:

(Koo) [IMPACT]

Action:

- KOO FALLS BACK.
- PAN w/ KOO

Timing:



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Production:

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ADVENTURE TIME

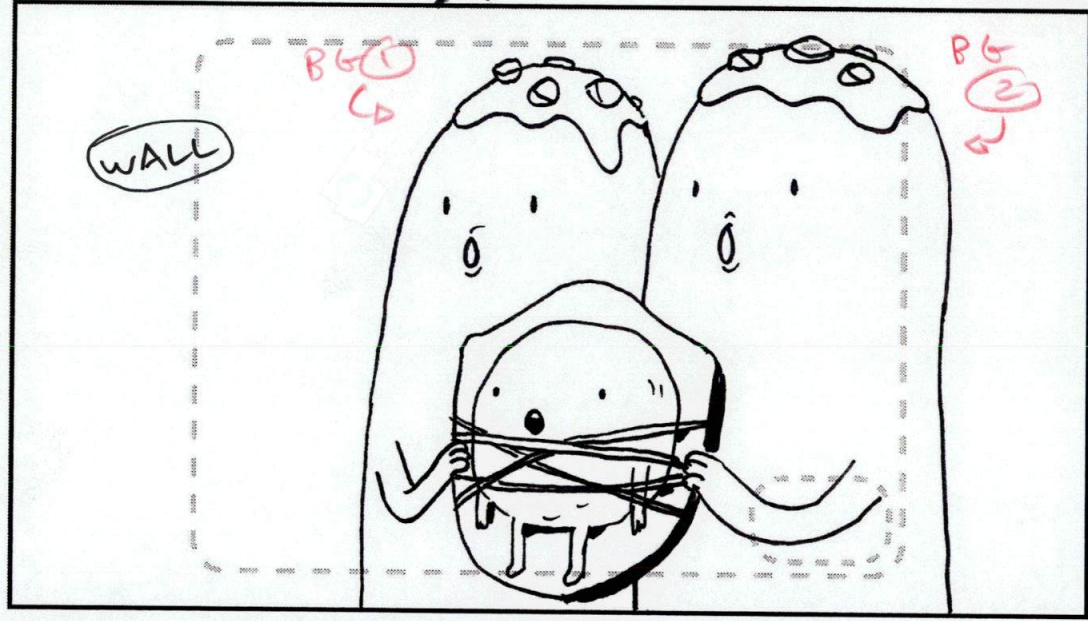


Sc. 71

Pnl. A

Bg.

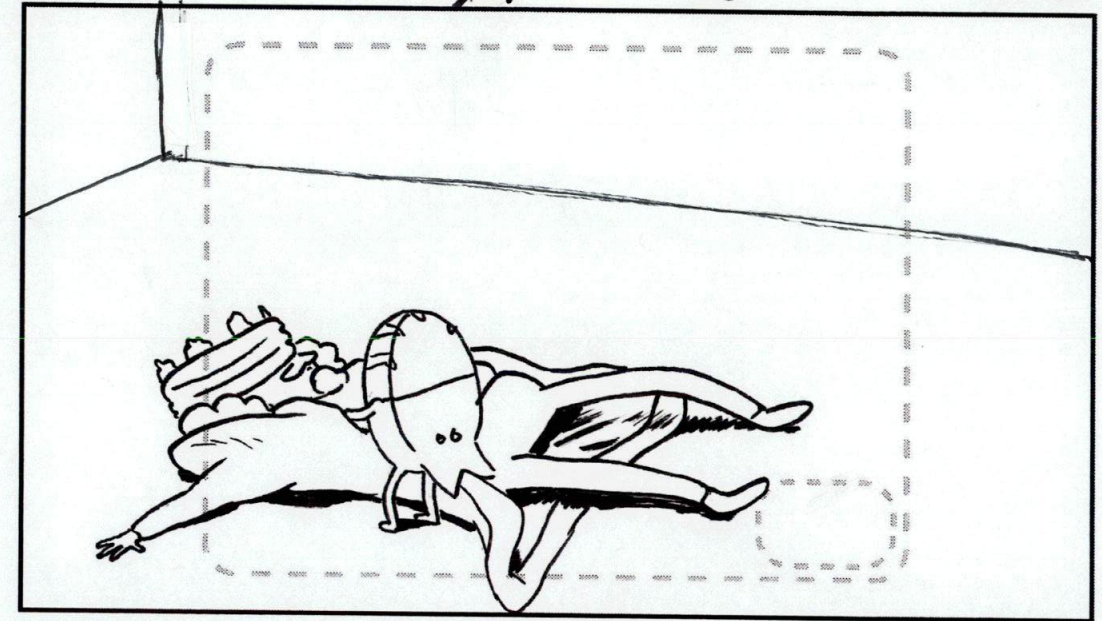
day night



Sc. 72

Pnl. A

Bg.



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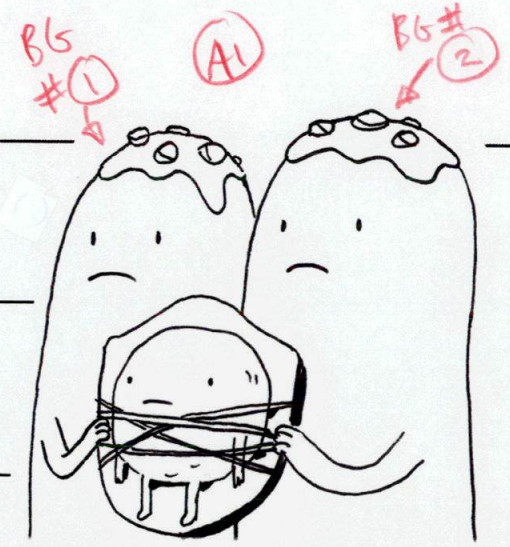
No PG 104
day night

Dialog:

AI OOO!

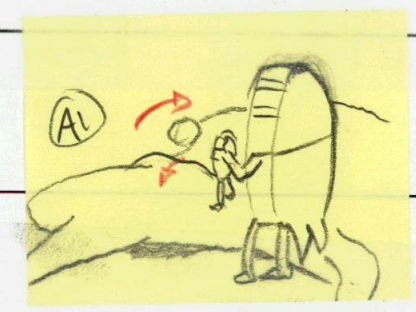
Action:

Timing:



Sfx (keys jingling)

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Production:

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ADVENTURE TIME

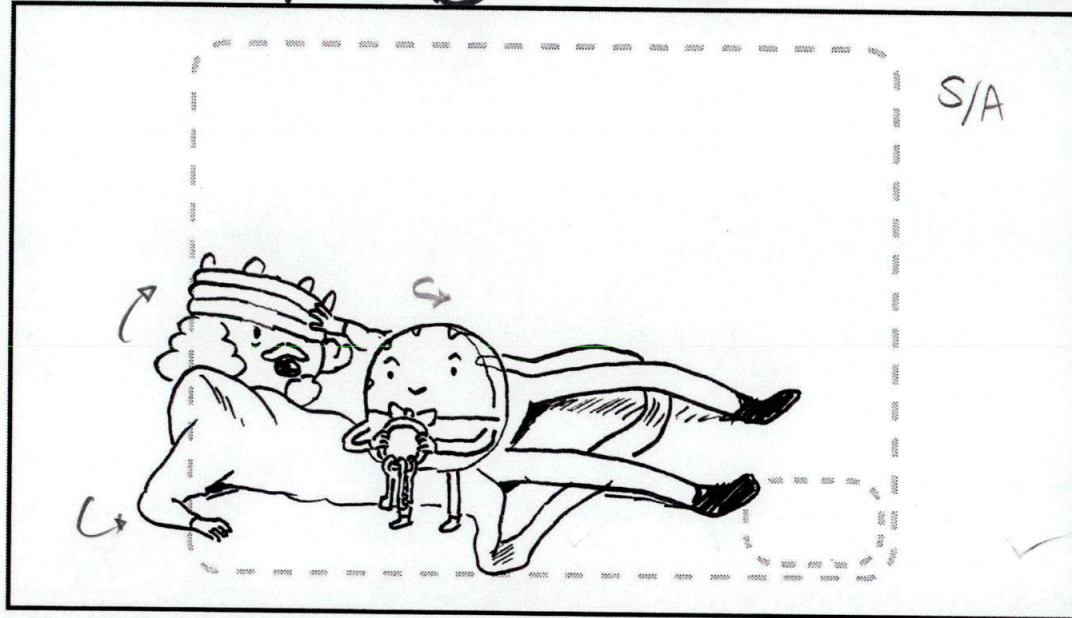


Page 105

Sc. 72 *CONT* Pnl. *B*

Bg.

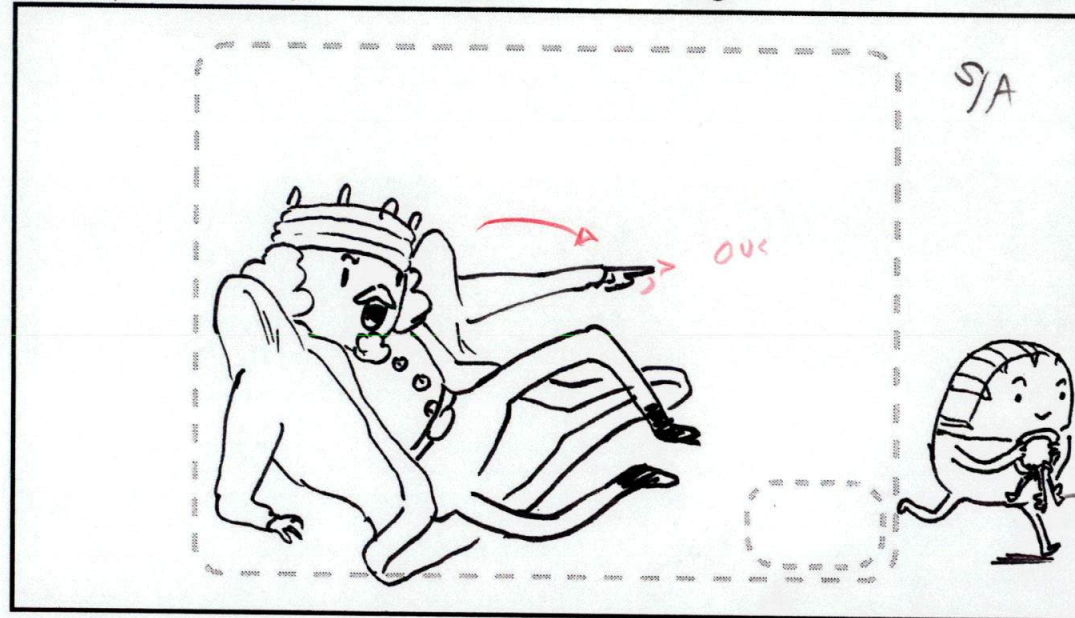
day night



Sc. 72 *CONT* Pnl. *C*

Bg.

day night



Dialog:

Koo hey!

Action:

PEP BUT RETRIEVES KEYS

Timing:



Koo

Banana Guards! Seize her!



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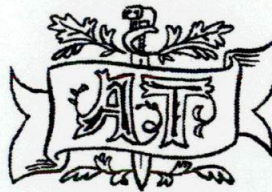
EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME



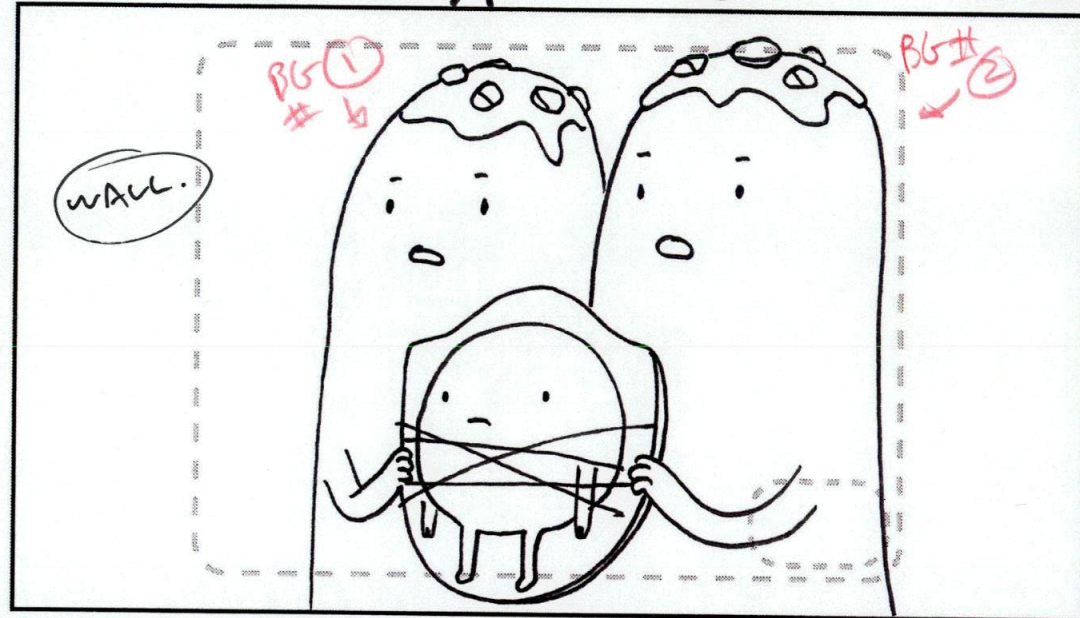
Page 106

Sc. 73

Pnl. A

Bg.

day night

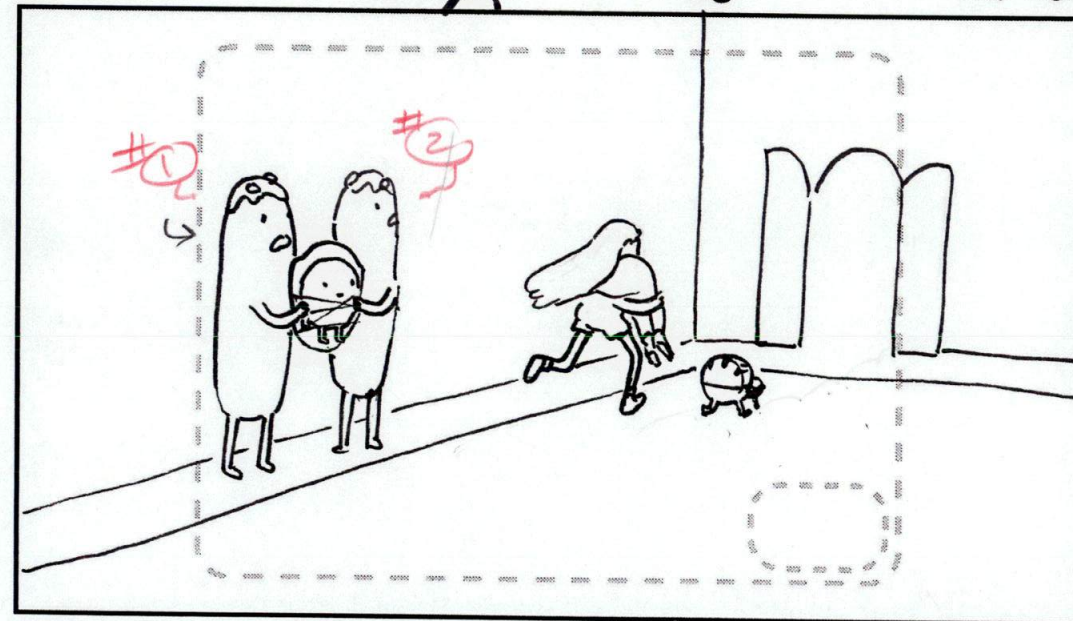


Sc. 74

Pnl. A

Bg.

day night

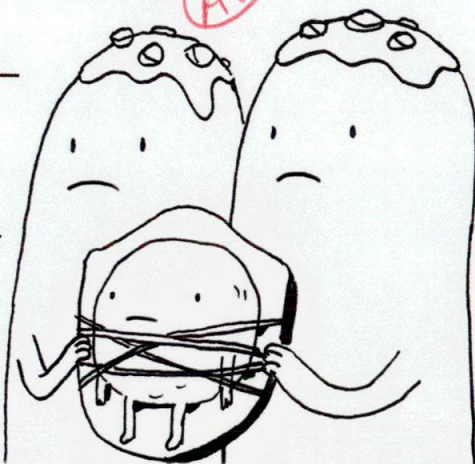


Dialog:

AHH!! Princess

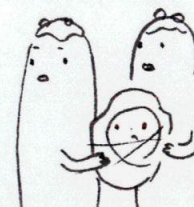
Action:

Timing:



should we listen to him?

A1
S.P.



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Production:

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ADVENTURE TIME



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Sc. 74 *CONT* Pnl. *B*

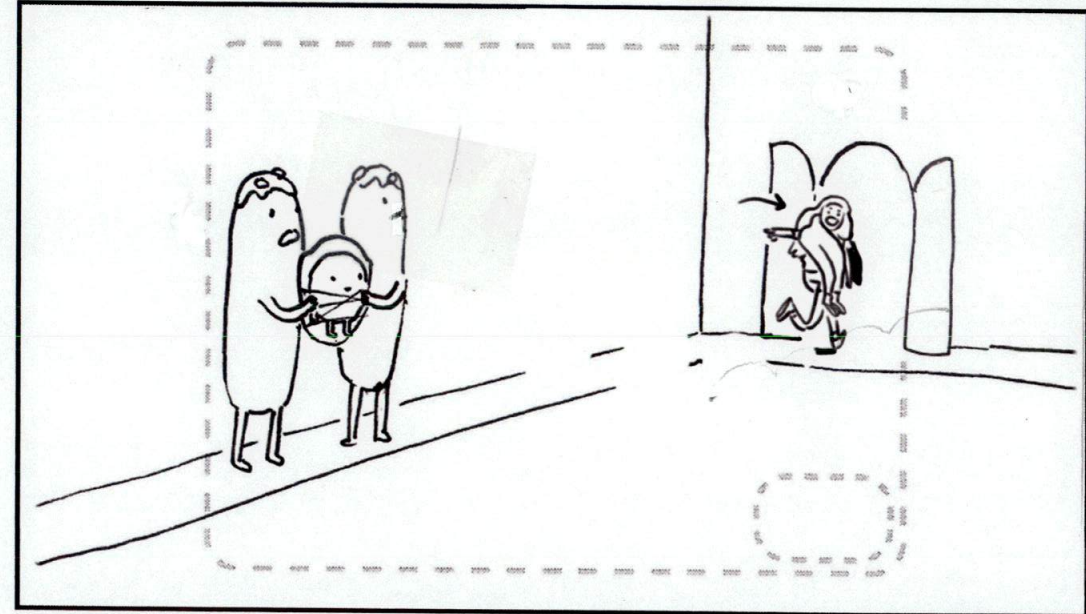
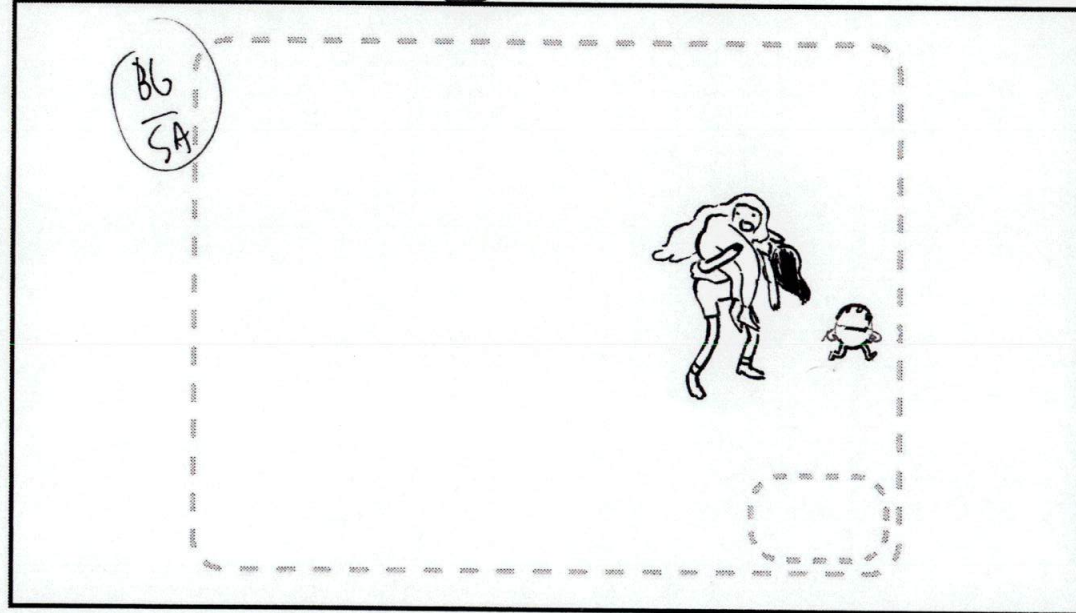
Bg.

day night

Sc. 74 *CONT* Pnl. *C*

Bg.

day night



Dialog:

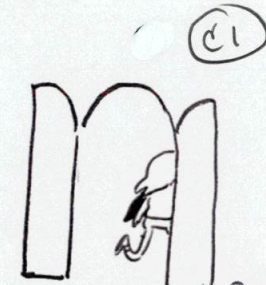
(PB) NO! Just keep him outta my way *(PB)* And Untie Crunchy!

APR 28 2015

Action:

— *PB* turns and runs through door

Timing:



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Production:

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ADVENTURE TIME

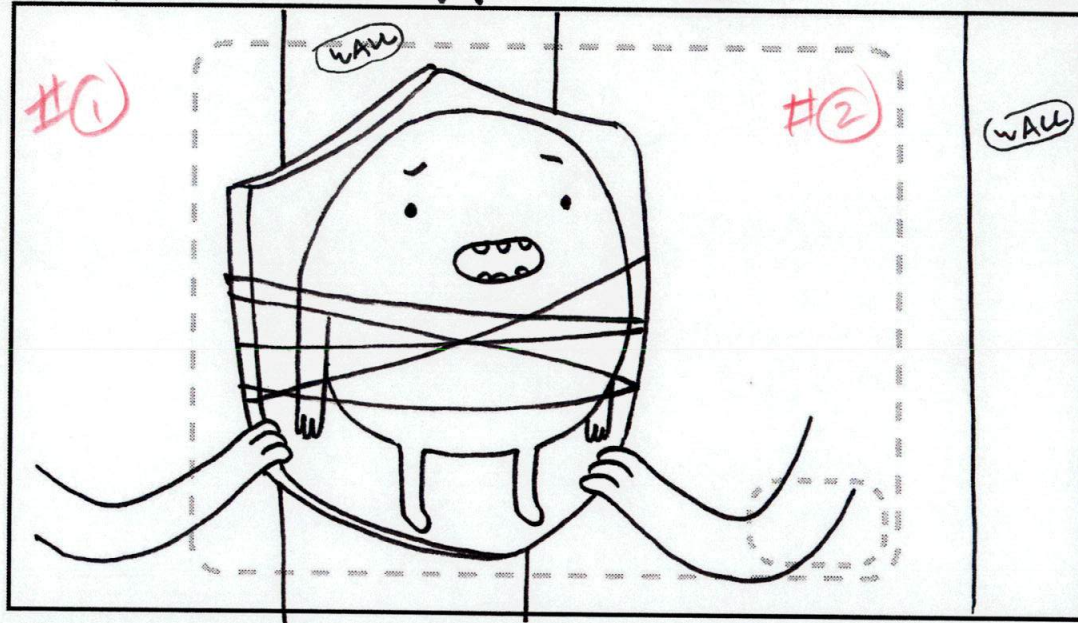


Sc. 75

Pnl. A

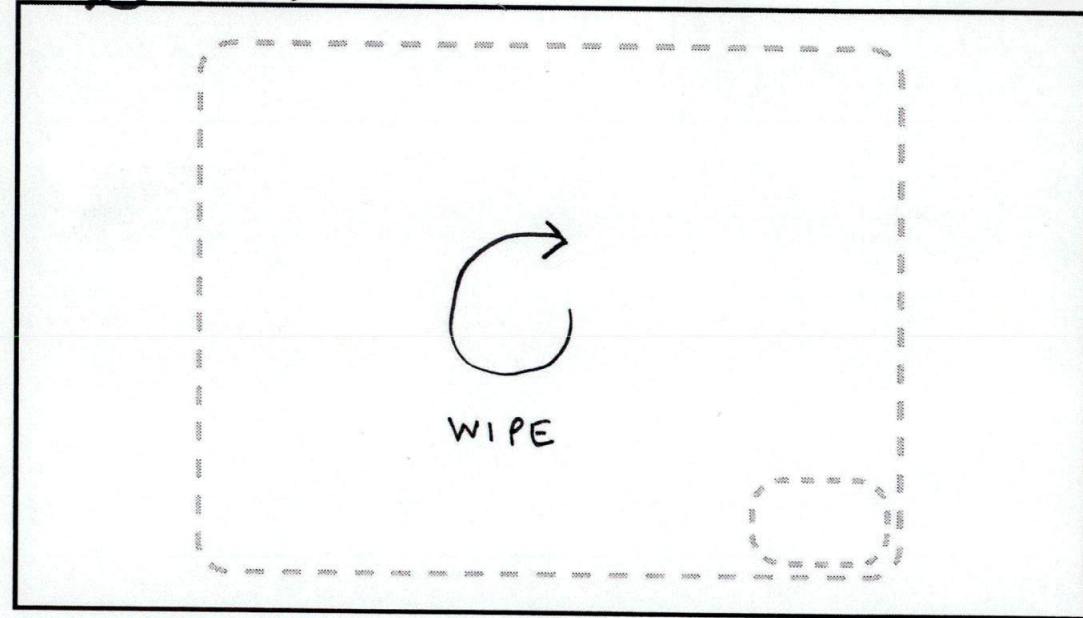
Bg.

day night



Sc. 75 CONT Pnl.

Bg.



Page 108
NO PG 109
day night

Dialog:

(C)

thank you your princessness

Action:

Timing:

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Production:

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ADVENTURE TIME



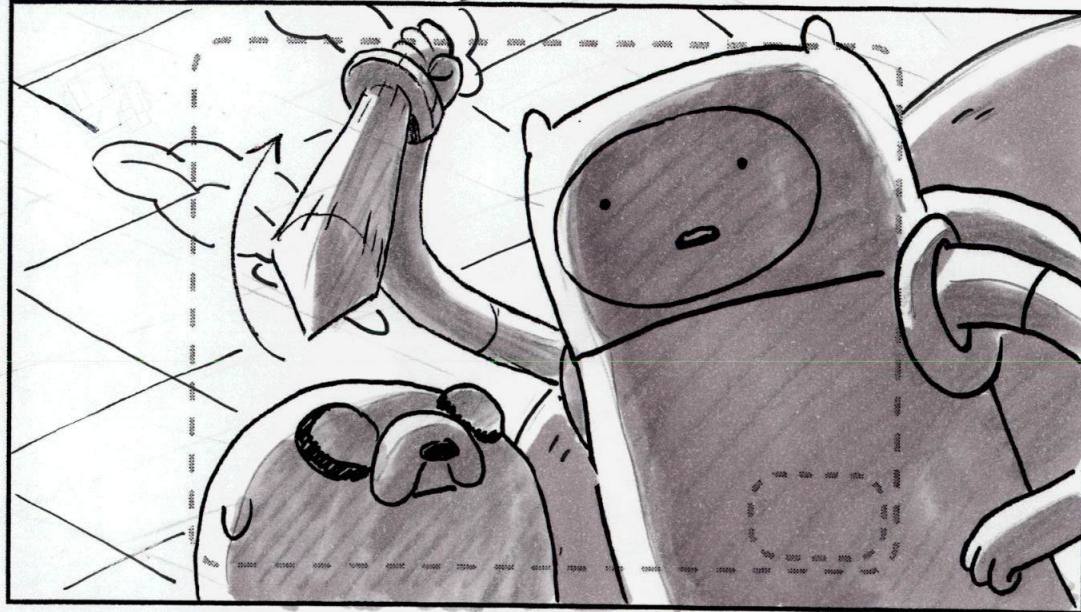
Page 110

Sc. 76

Pnl. A

Bg.

day night

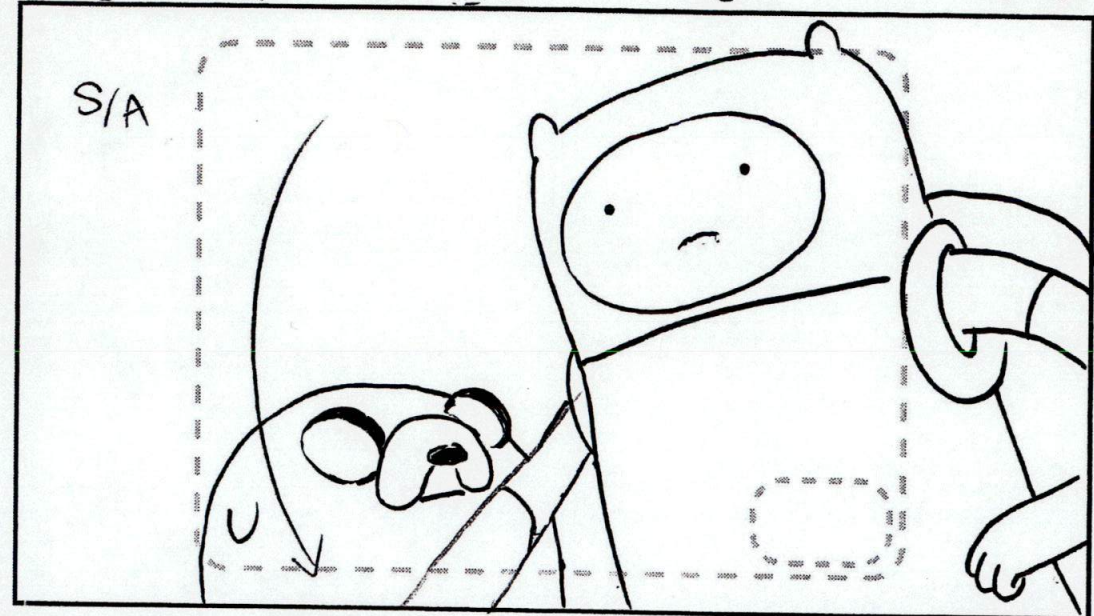


Sc. 76 *cont*

Pnl. B

Bg.

day night



Dialog:

(F)

SFX: * SHOOK *

Action:

- F. RAISES STAKE SWORD
(CLOSER TO SUNSET NOW.)

- F. STAKES MOON

APR 28 2015

Timing:

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Production:

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1034/217

ADVENTURE TIME



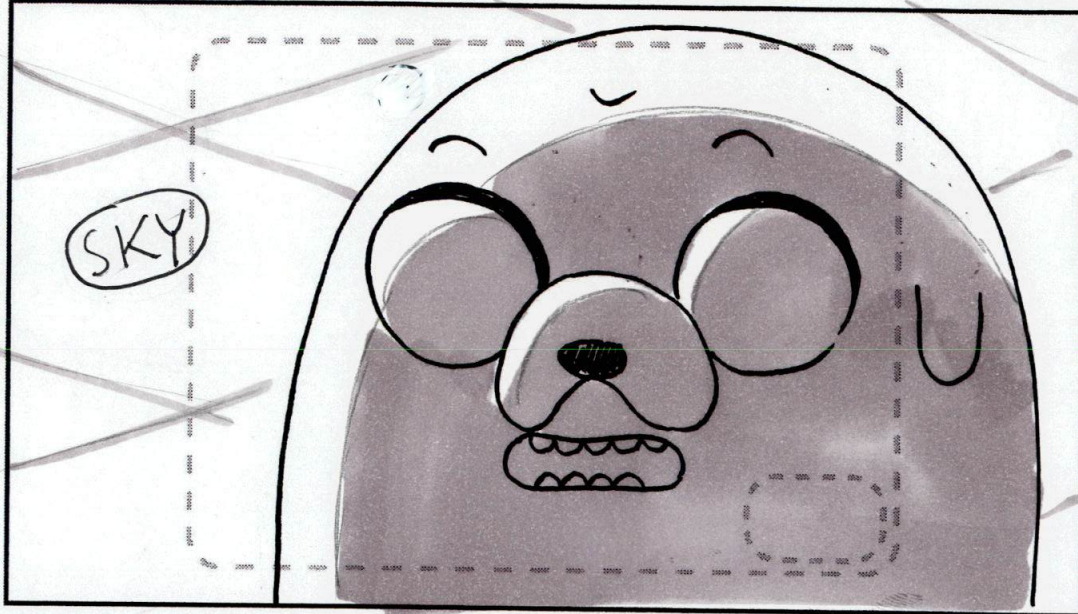
Page 111

Sc. 77

Pnl. A

Bg.

day night

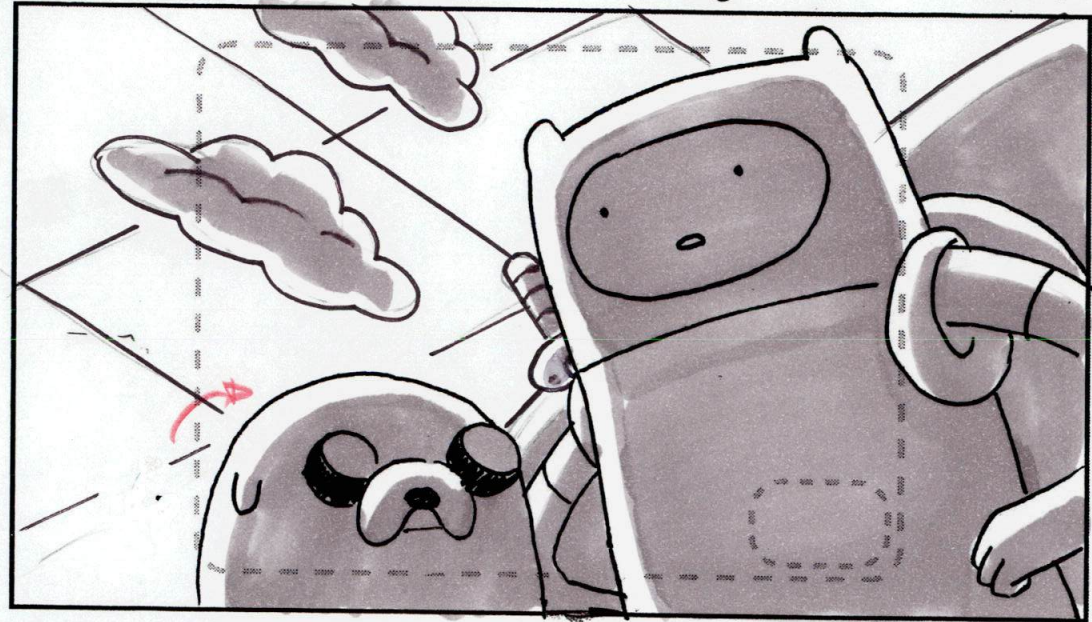


Sc. 78

Pnl. A

Bg.

day night



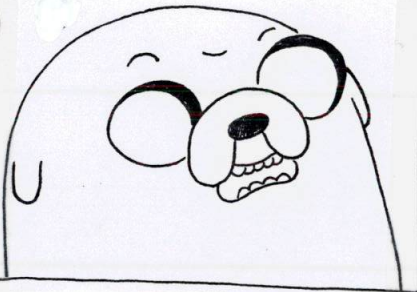
Dialog:

(J) MAN, WE'VE BEEN DOING
THIS FOR HOURS...

(F) you know,...

Action:

(AI)



(AI)

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

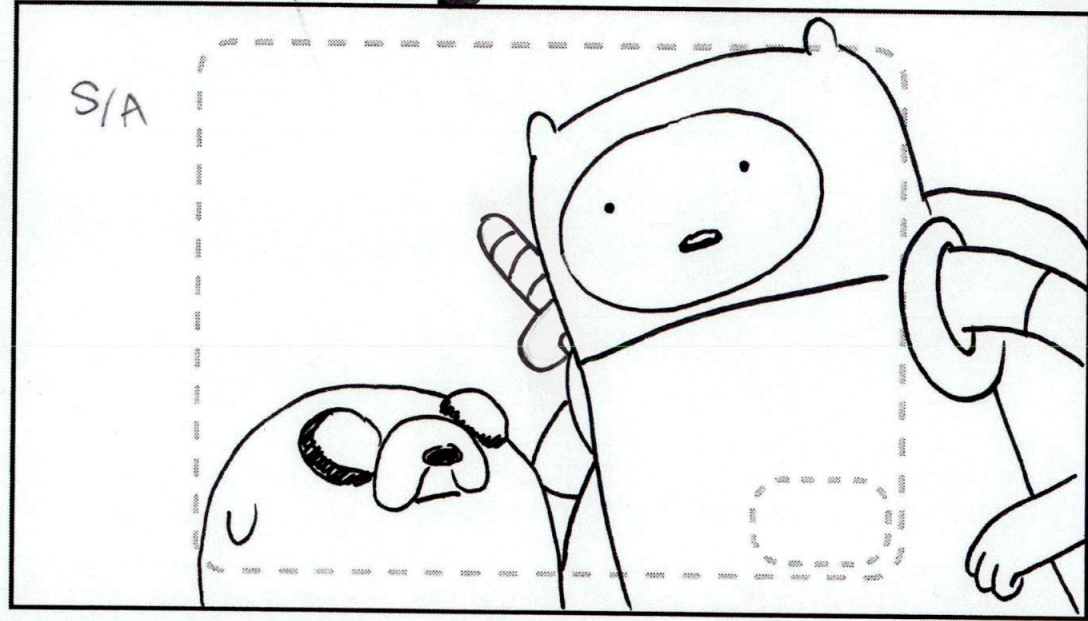
1034/217

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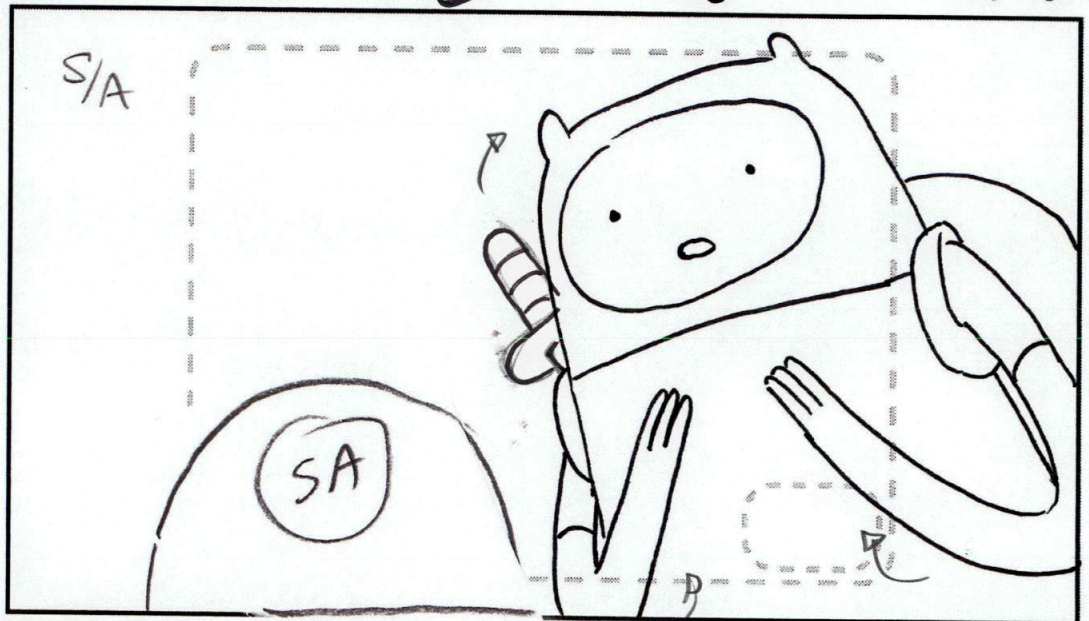
ADVENTURE TIME



Sc. 78 CONT Pnl. B Bg. day night



Sc. 78 CONT Pnl. C Bg. day night



Dialog:	
(F) It's weird that PB wanted us to stake her back	(F) (J) instead of US TAKING HER BACK
Action:	
Timing:	
APR 28 2015	

EPISODE # 1034-217

Production:

1034/217

1034/217

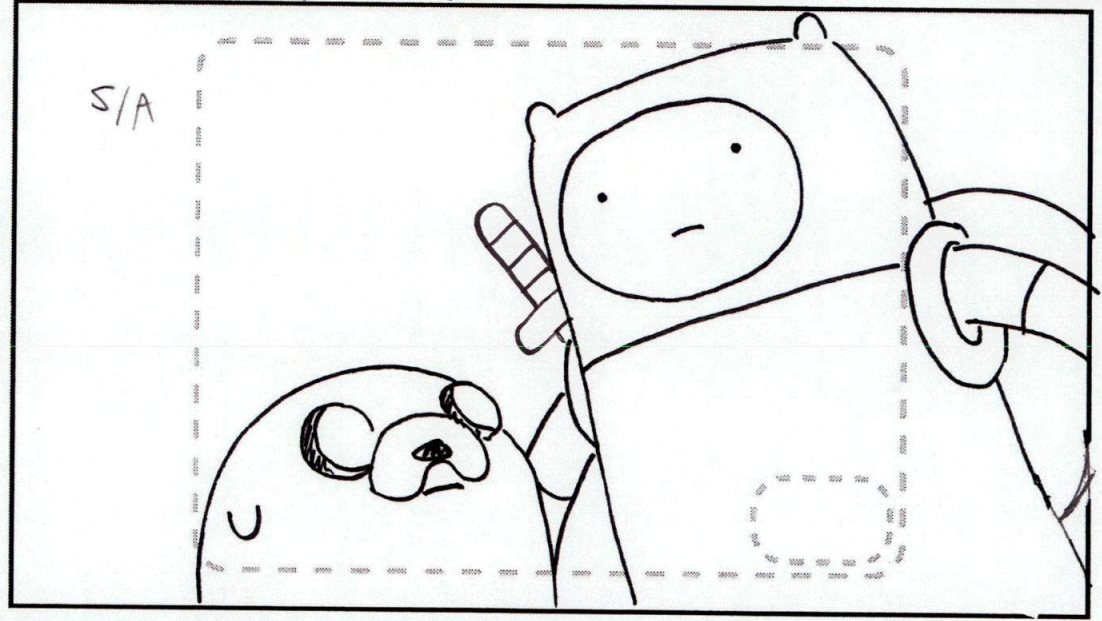
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1034/217

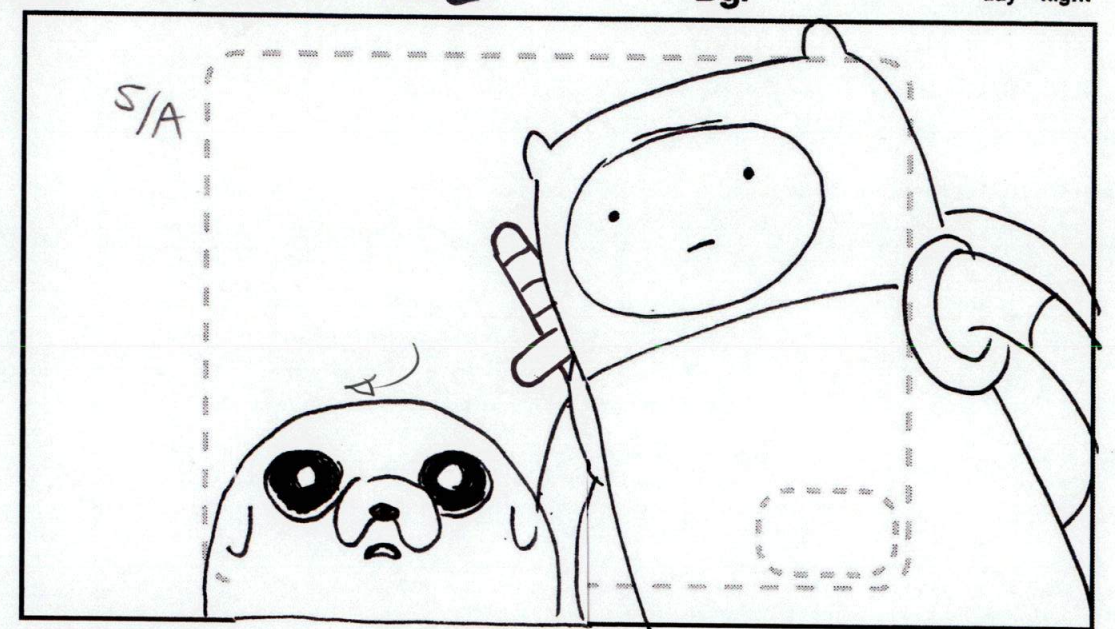
ADVENTURE TIME



Sc. 78 *CONT* Pnl. *D* Bg. day night



Sc. 78 *CONT* Pnl. *E* Bg. day night



Dialog:

, , ,

① wait

Action:

APR 28 2015

Timing:

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EPISODE #

1034/217

Production:

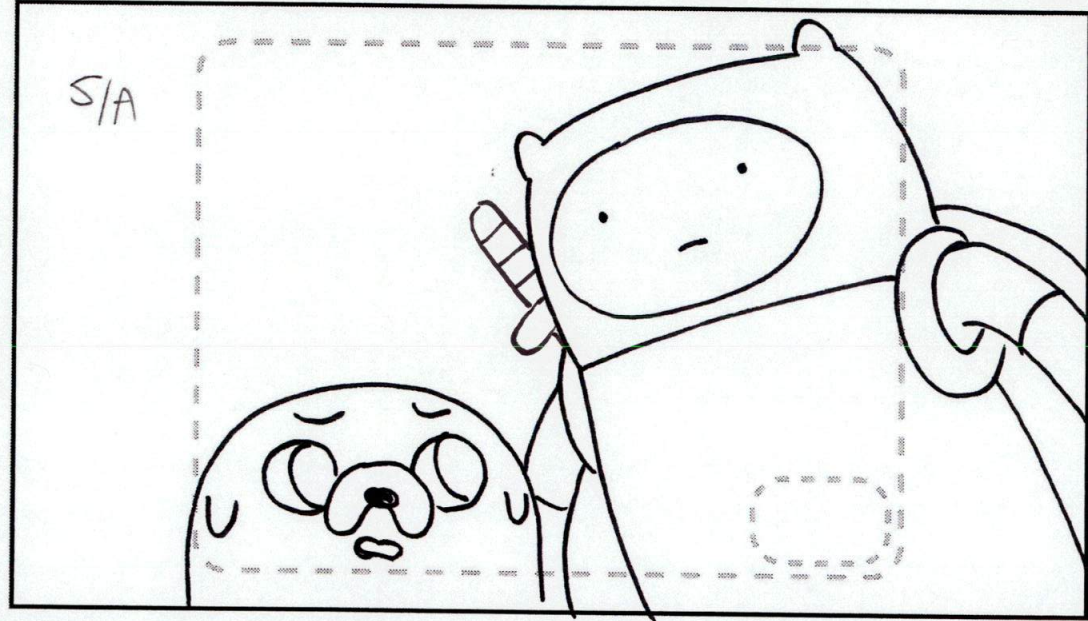
1034/217

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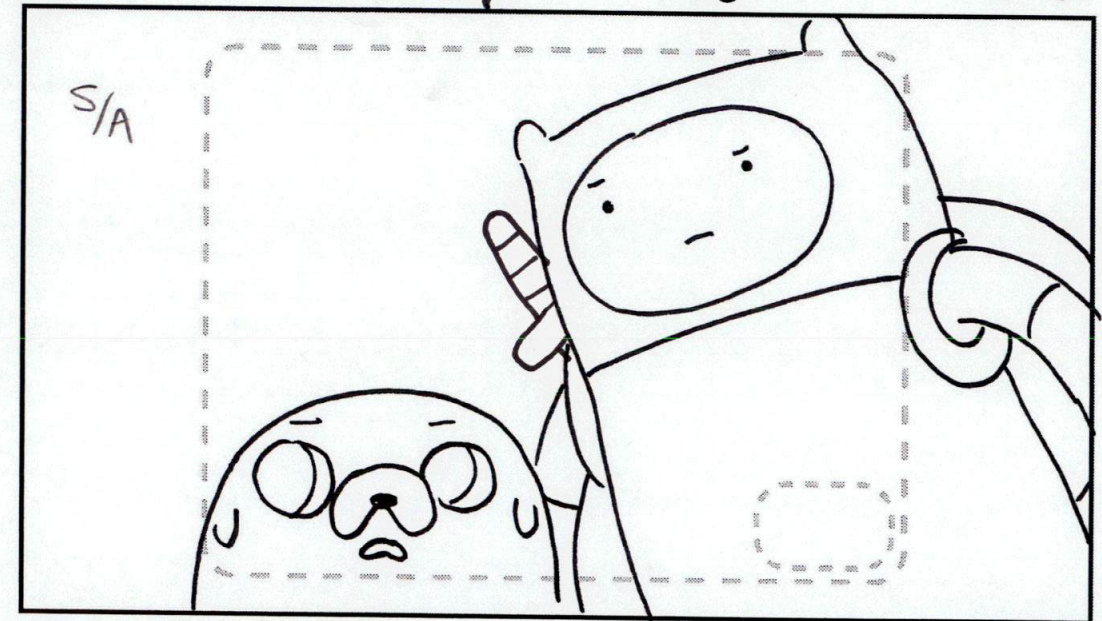
ADVENTURE TIME



Sc. 78 *CONT* Pnl. *F* Bg. day night



Sc. 78 *CONT* Pnl. *G* Bg. day night



Dialog:

① taking ...

① or: staking

Action:

Timing:

APR 28 2011

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EPISODE #

Production:

1034/217

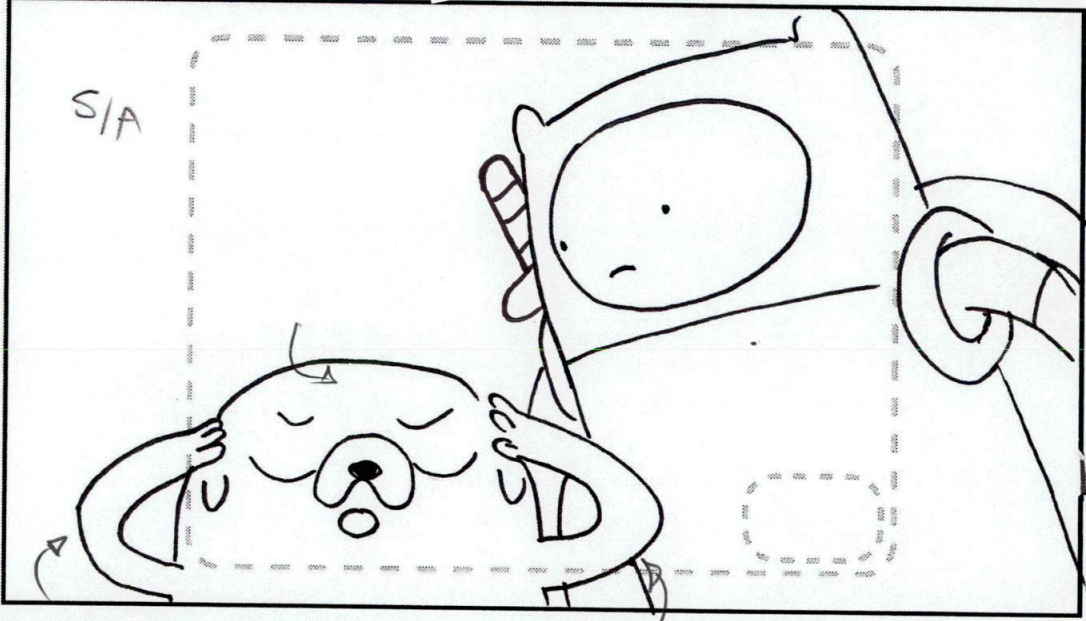
1034/217

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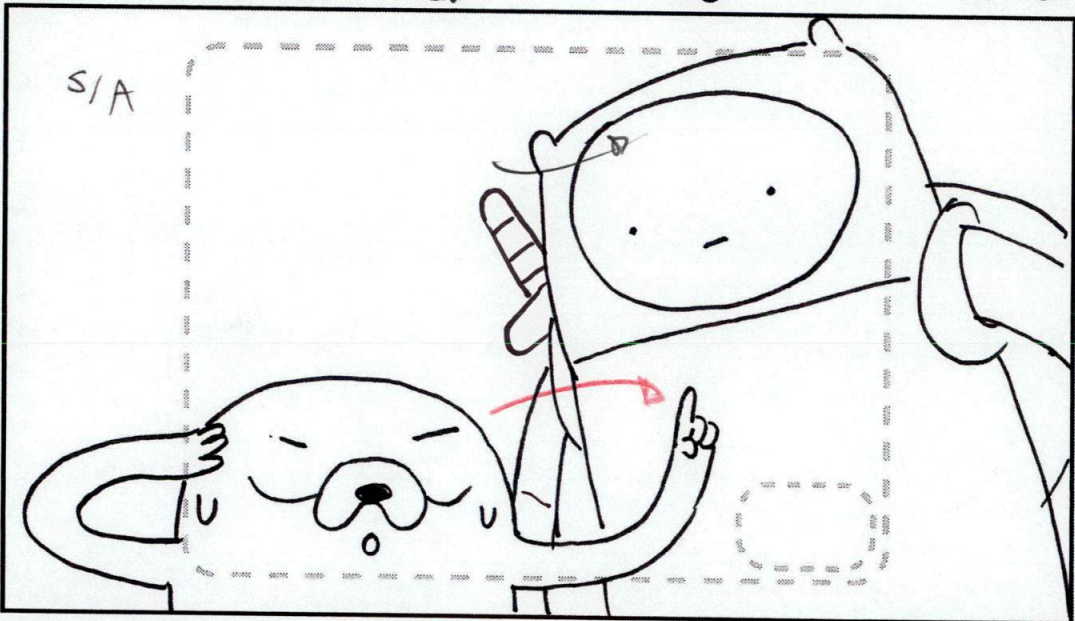
ADVENTURE TIME



Sc. 78 CONT Pnl. H Bg. day night



Sc. 78 CONT Pnl. I Bg. day night



Dialog:	(J) she said	(J) "you guys" (run the words 'guys' & 'stake' together)
Action:		(I) APR 28 2015
Timing:		

EPISODE # 1034-217

Production:

1034/217

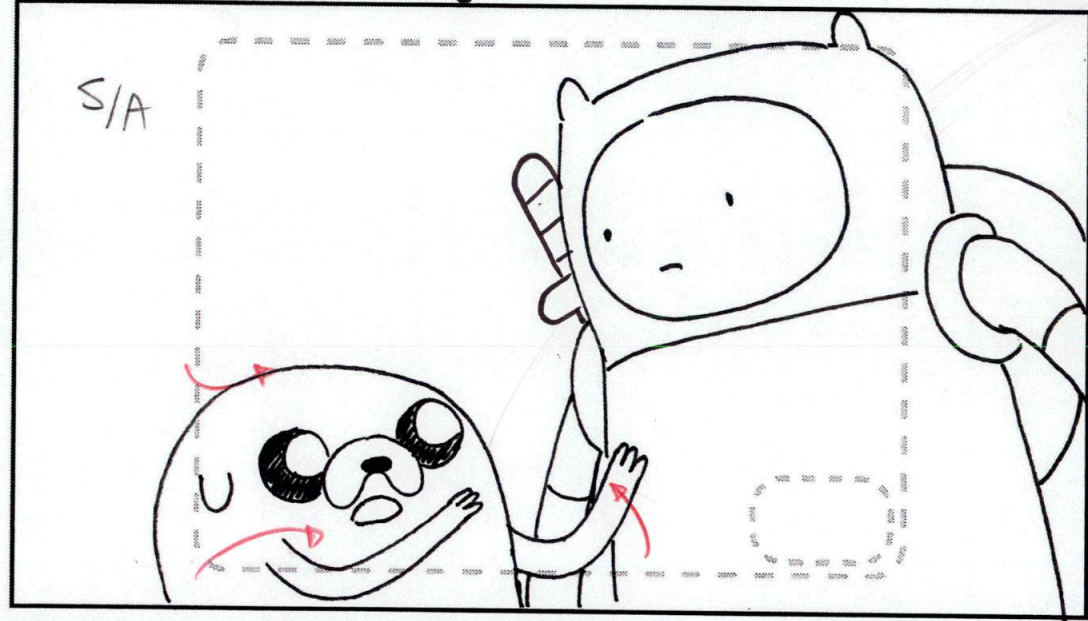
1034/217

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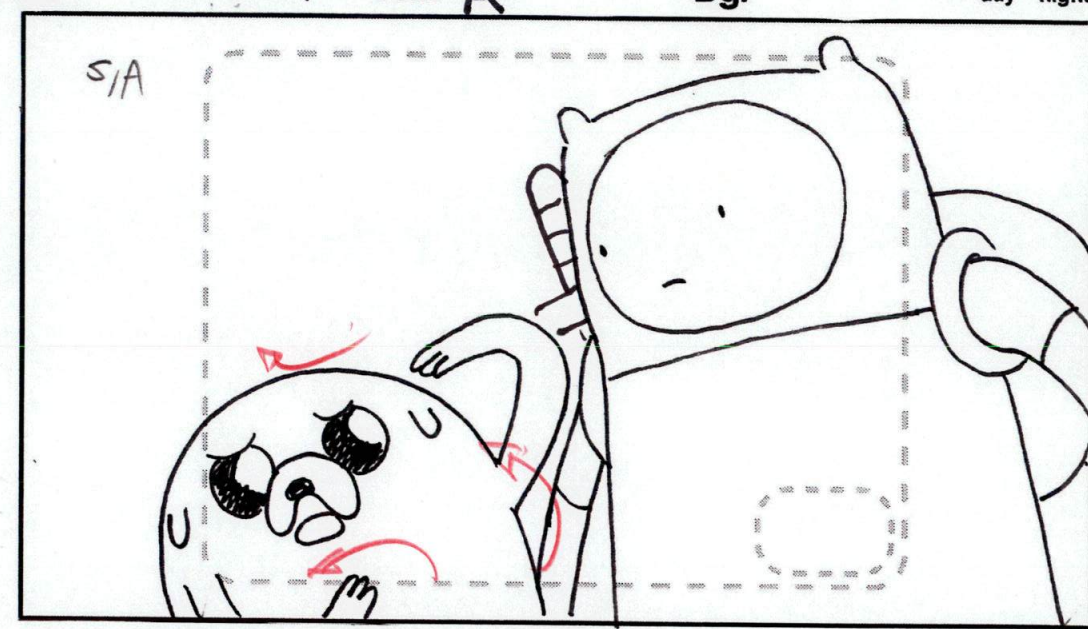
ADVENTURE TIME



Sc. 78 CONT Pnl. J Bg. day night



Sc. 78 CONT Pnl. K Bg. day night



Dialog:

① "sztake"

Action:

- J. GESTURES AT HIS BACK.

APR 28 2015

Timing:

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EPISODE #

Production:

1034/217

1034/217

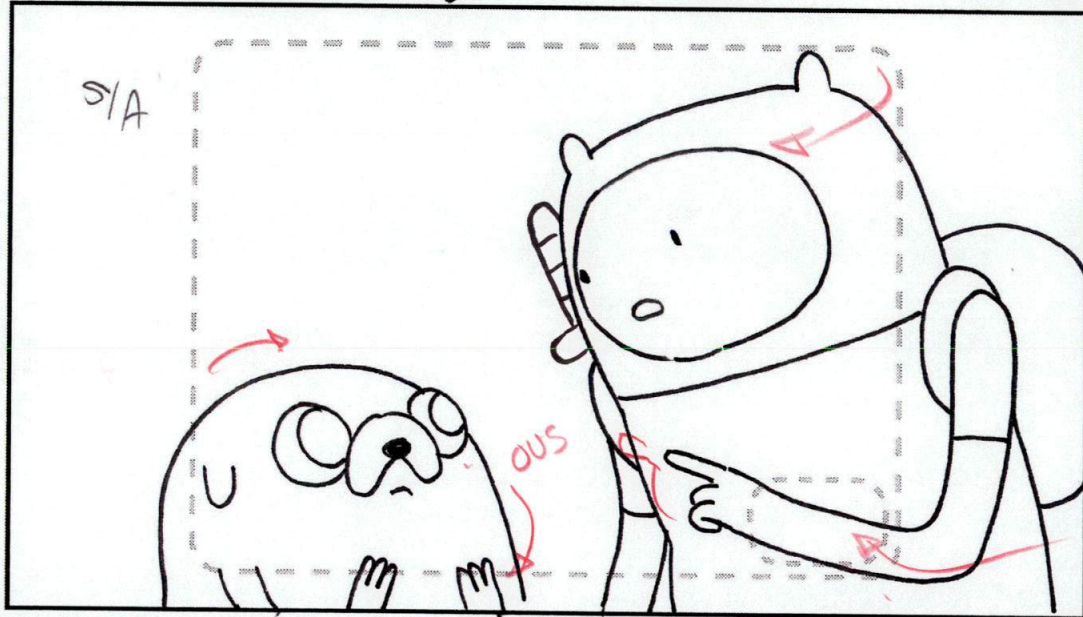
1034/217

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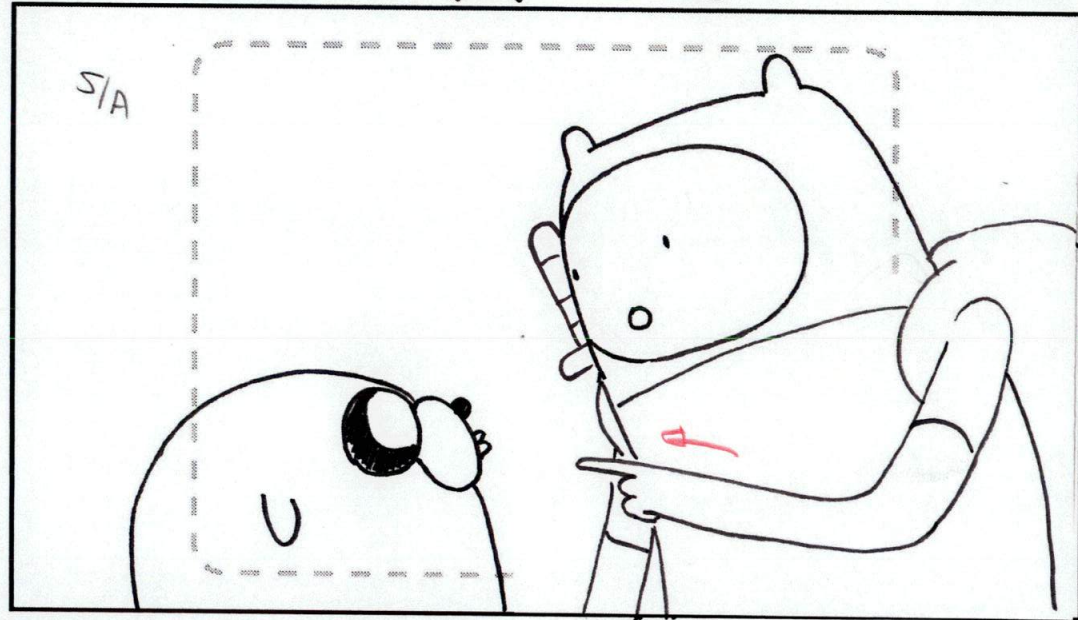
ADVENTURE TIME



Sc. 78 *CONT* Pnl. *L* Bg. day night



Sc. 78 *CONT* Pnl. *M* Bg. day night



Dialog:	(F) NO, <u>yeah</u> ! she said	(F) "you guys"
Action:		
Timing:		

APR 28 2015

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EPISODE #

Production:

1034/217

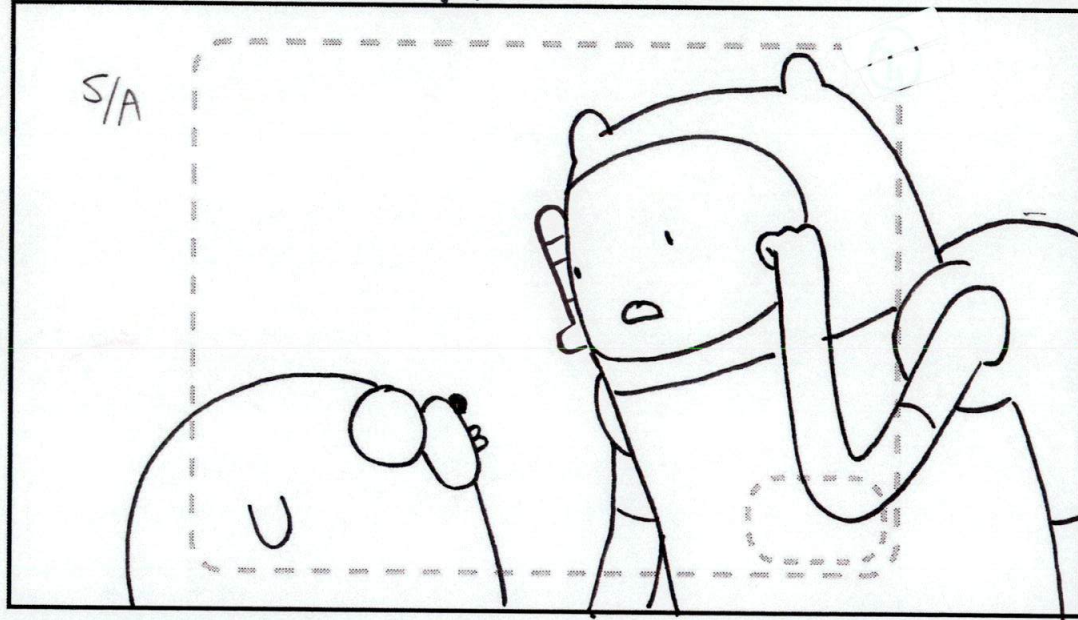
1034/217

ADVENTURE TIME

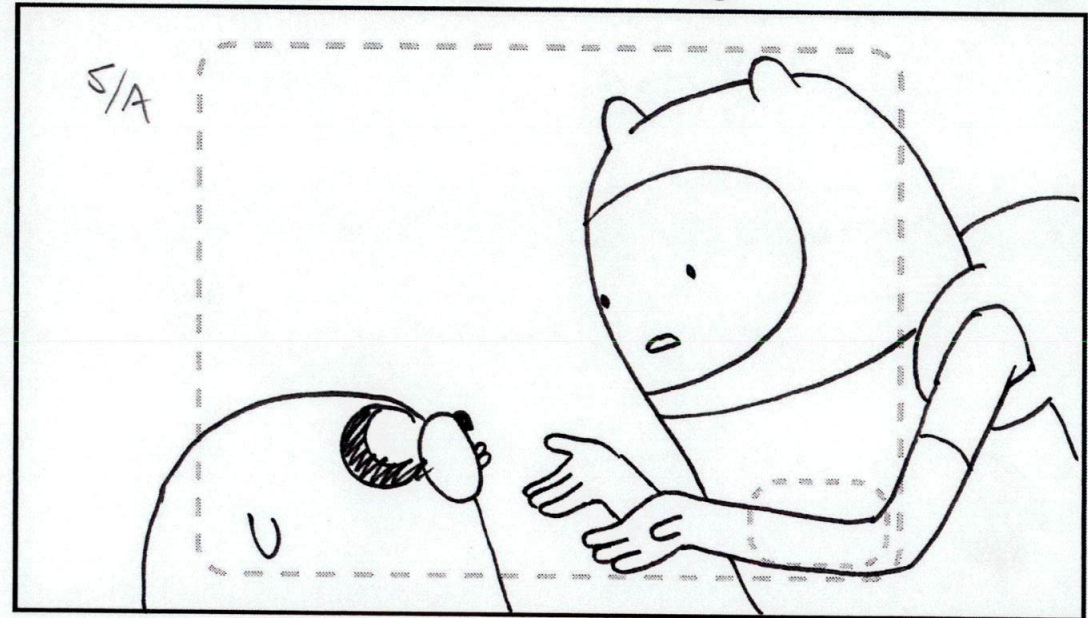


Page 118

Sc. 78 *CONT* Pnl. *N* Bg. day night



Sc. 78 *CONT* Pnl. *O* Bg. day night

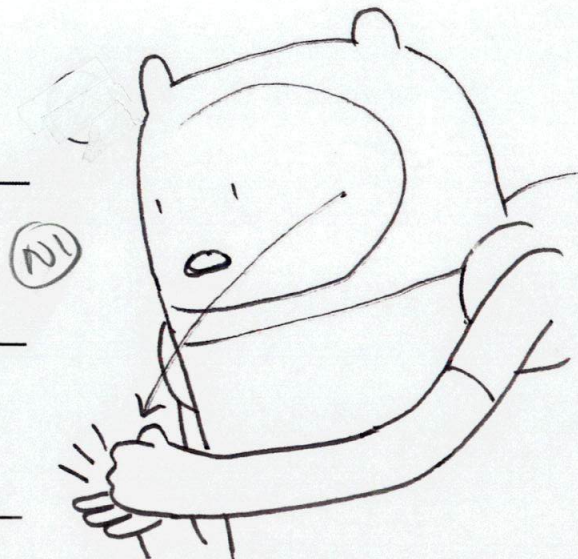


Dialog:

(F) take

Action:

Timing:



(F) her

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Production:

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1034/217

ADVENTURE TIME

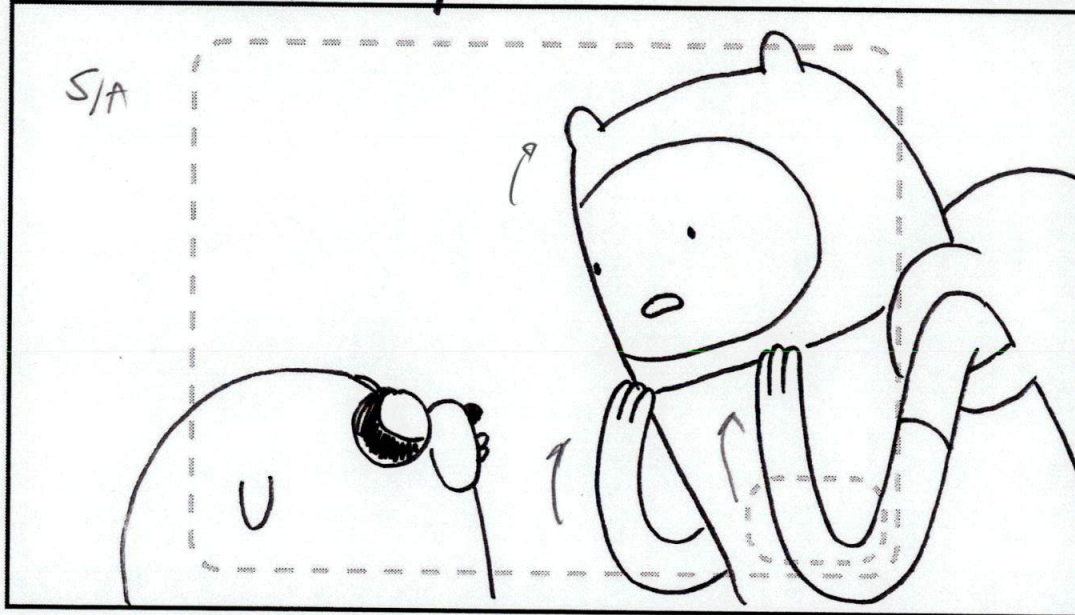


Page 119

Sc. 78 *CONT* Pnl. *P*

Bg.

day night

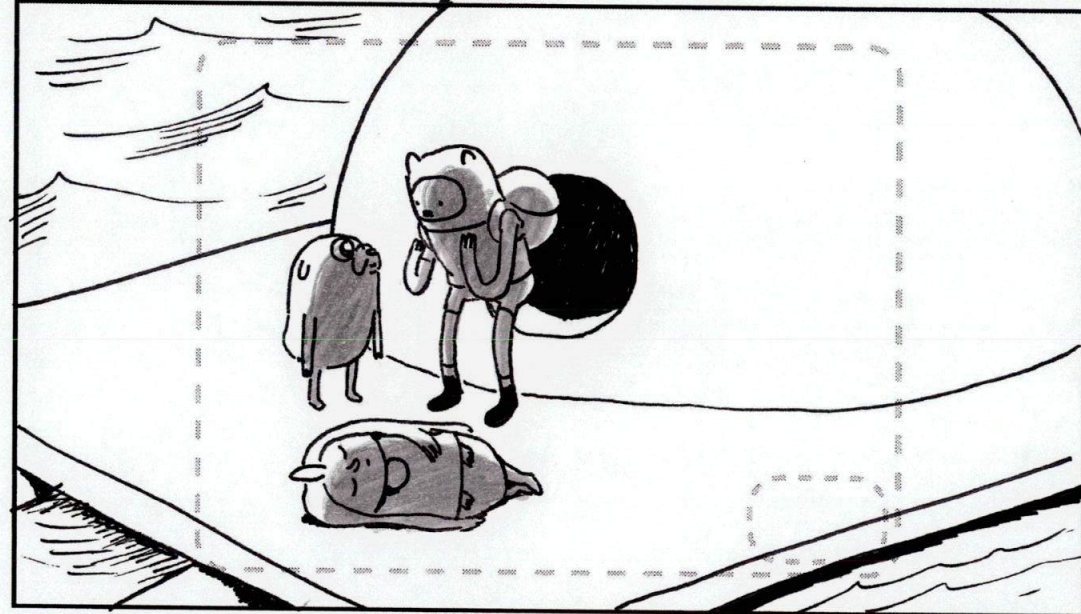


Sc. 79

Pnl. *A*

Bg.

day night



Dialog:

(F) Back

Action:

- FINN MAKES A 'COME HERE' MOTION.

Timing:

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Production:

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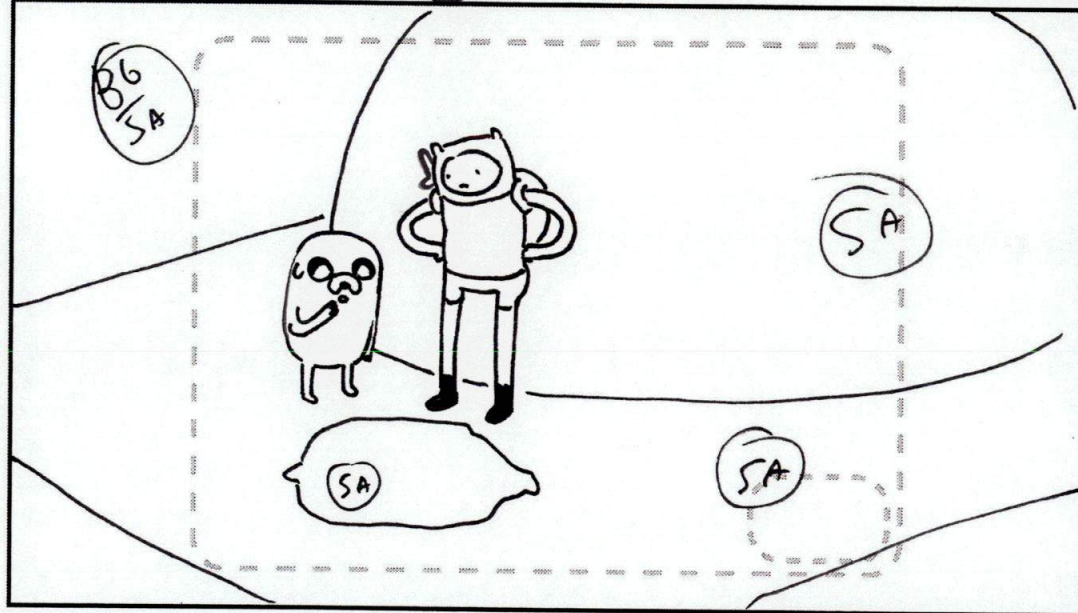
1034/217

ADVENTURE TIME

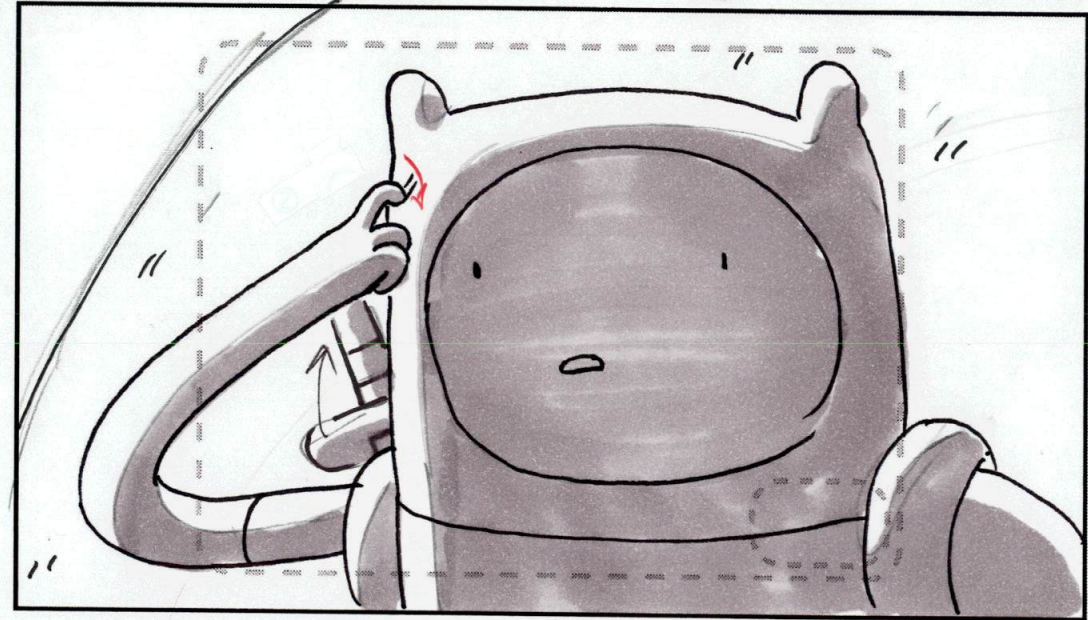


Page 120

Sc. 79 *CONT* Pnl. *B* Bg. day night



Sc. 80 Pnl. A Bg. day night



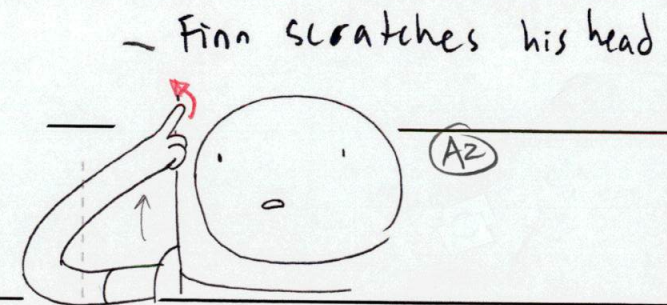
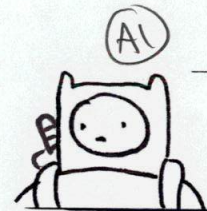
Dialog:

J so which one should we do? *F* Both, I guess.

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Action:

Timing:



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Production:

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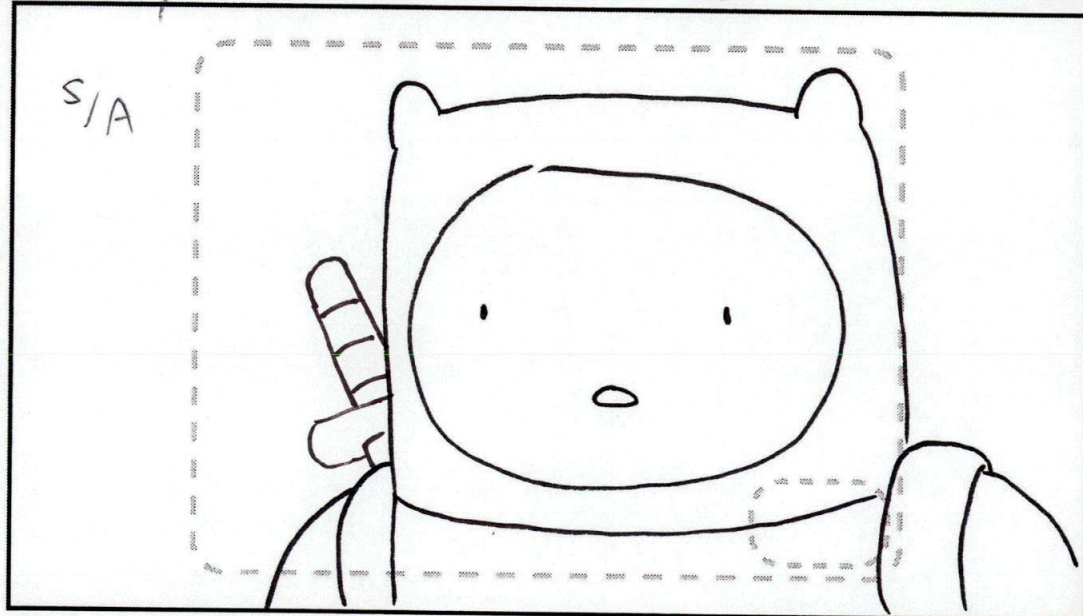
1034/217

ADVENTURE TIME

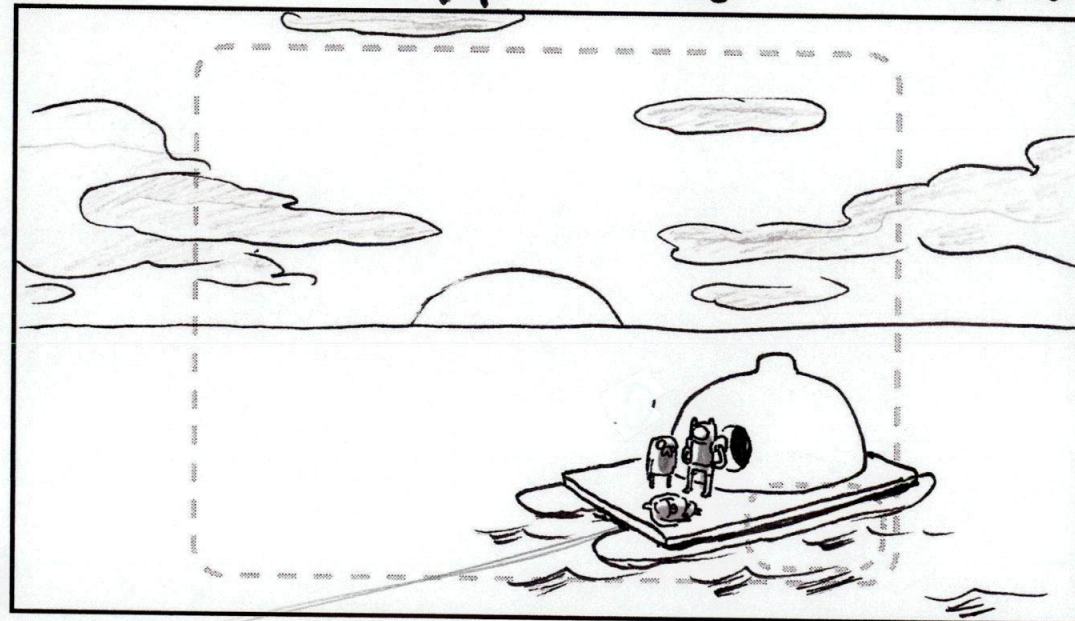


Page 121

Sc. 80 *CONT* Pnl. B Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

(F) But we'd better hurry
before she wakes up at sun-down.

Action:

- F + J TURN
TO LOOK AT SUN'S
POSITION



(A)

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Timing:

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Production:

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1034/217

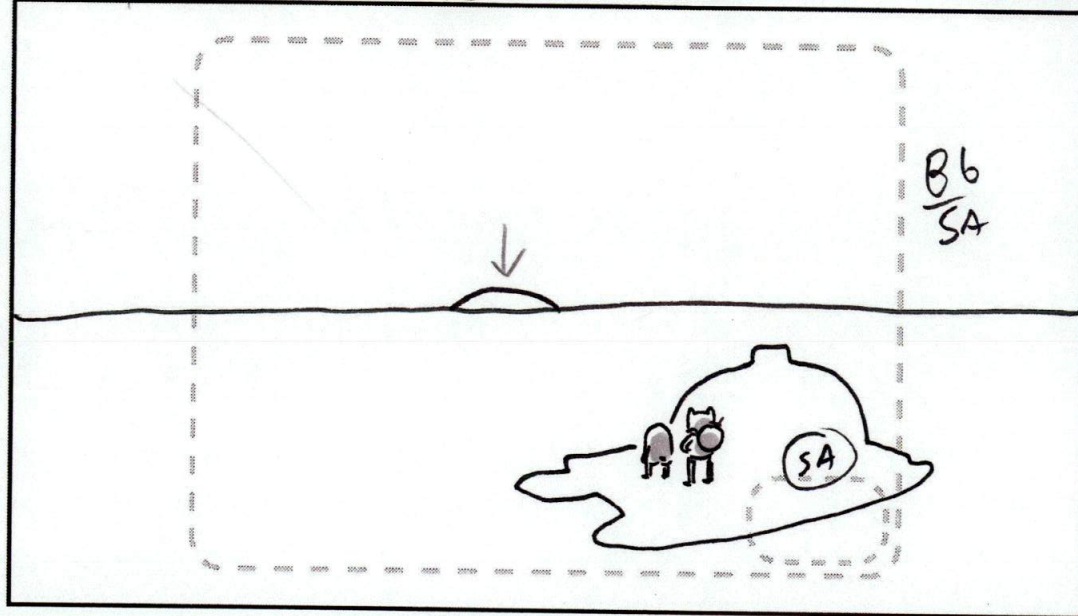
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ADVENTURE TIME

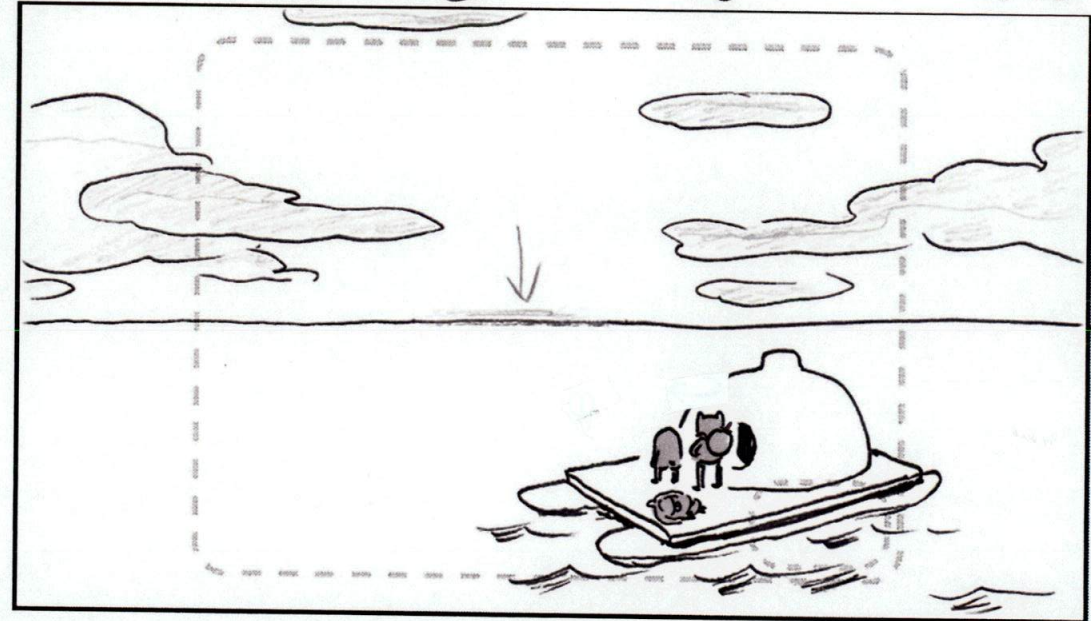


Page 122

Sc. 81 *CONT* Pnl. *B* Bg. day night



Sc. 81 *CONT* Pnl. *C* Bg. day night



Dialog:

① woops.

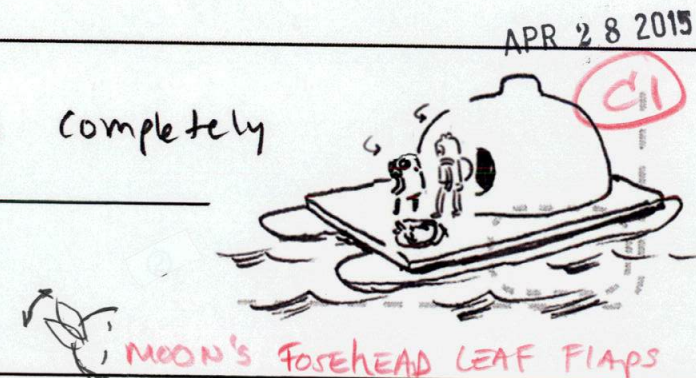
(Sf x) * flappa flappa flappa *

Action:

- Sun quickly dips toward horizon

- Sun sets completely

Timing:



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Production:

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ADVENTURE TIME



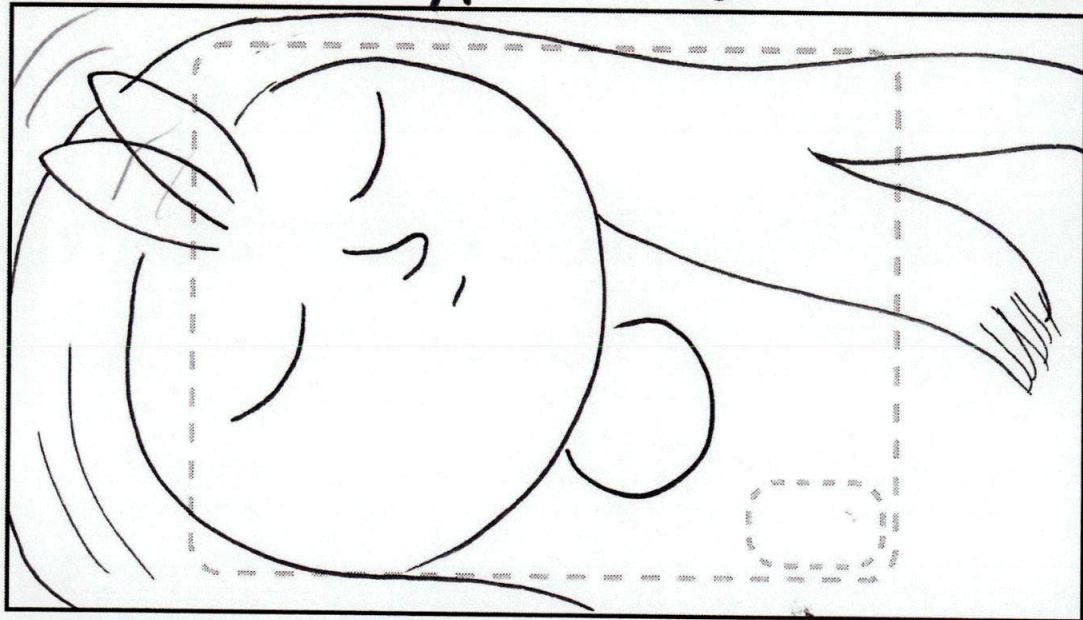
Page 123

Sc. 82

Pnl. **A**

Bg.

day night

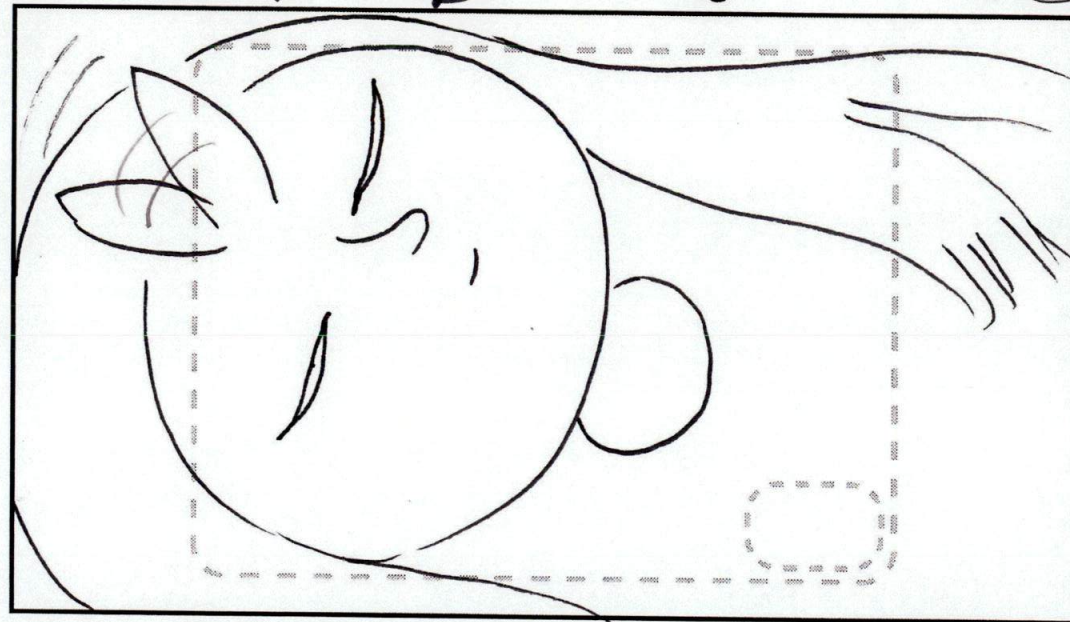


Sc. 82 **CONT**

Pnl. **B**

Bg.

day night



Dialog:

(SFX) flappa flappa flappa ~~~~~> Cont

Action:

- moon's forehead leaf flapping back and forth

- moon's eyes begin to open

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Timing:

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Production:

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ADVENTURE TIME

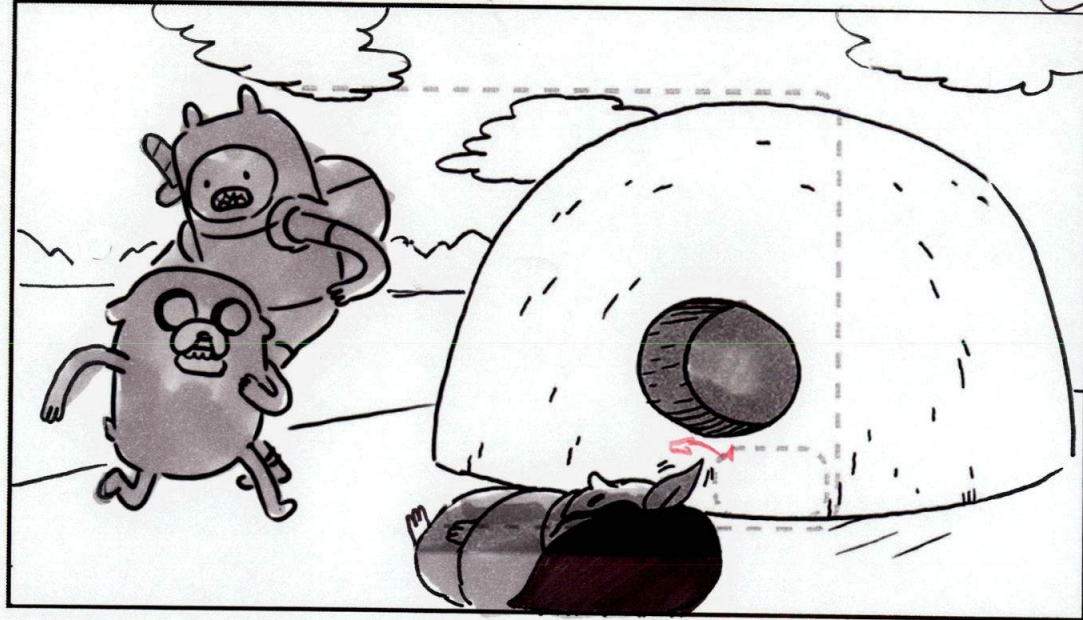


Sc. 83

Pnl. **A**

Bg.

day night

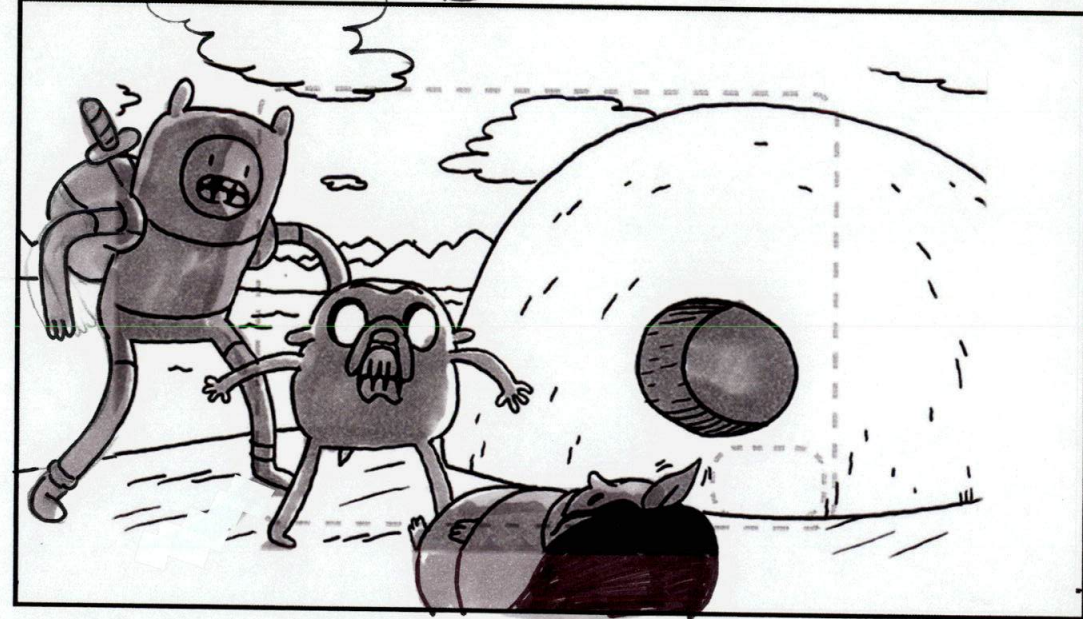


Sc. 83 *CONT*

Pnl. **B**

Bg.

day night



Dialog:

↓: [NERVOUS NOISES]

Action:

- JAKE NERVOUSLY RUNS IN PLACE - FINN TURNS



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Production:

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ADVENTURE TIME



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Sc. 83 *CONT* Pnl. *C*

Bg.

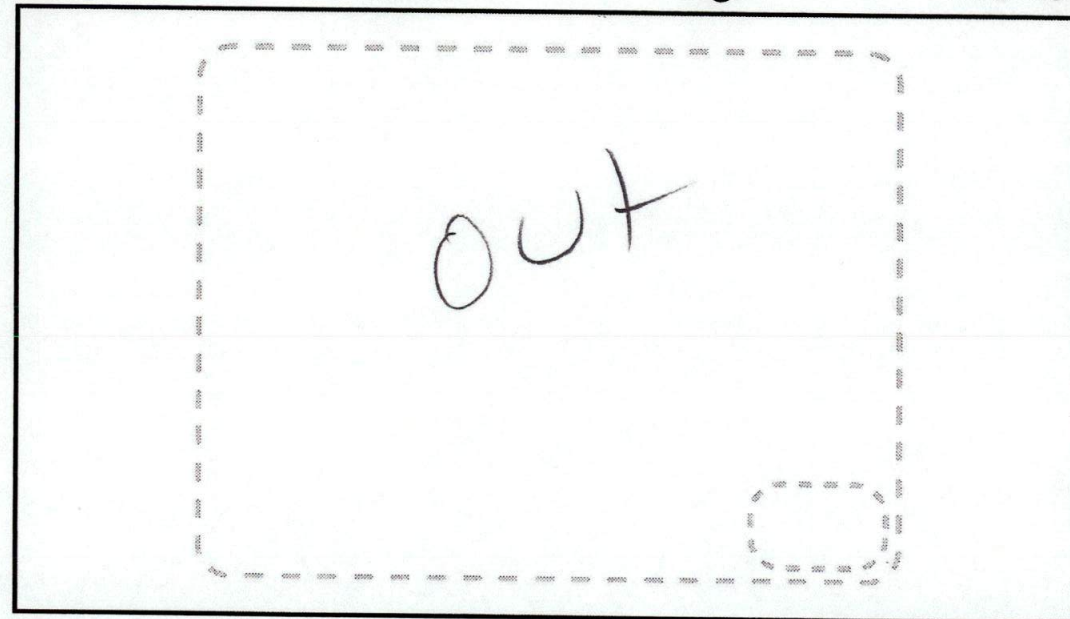
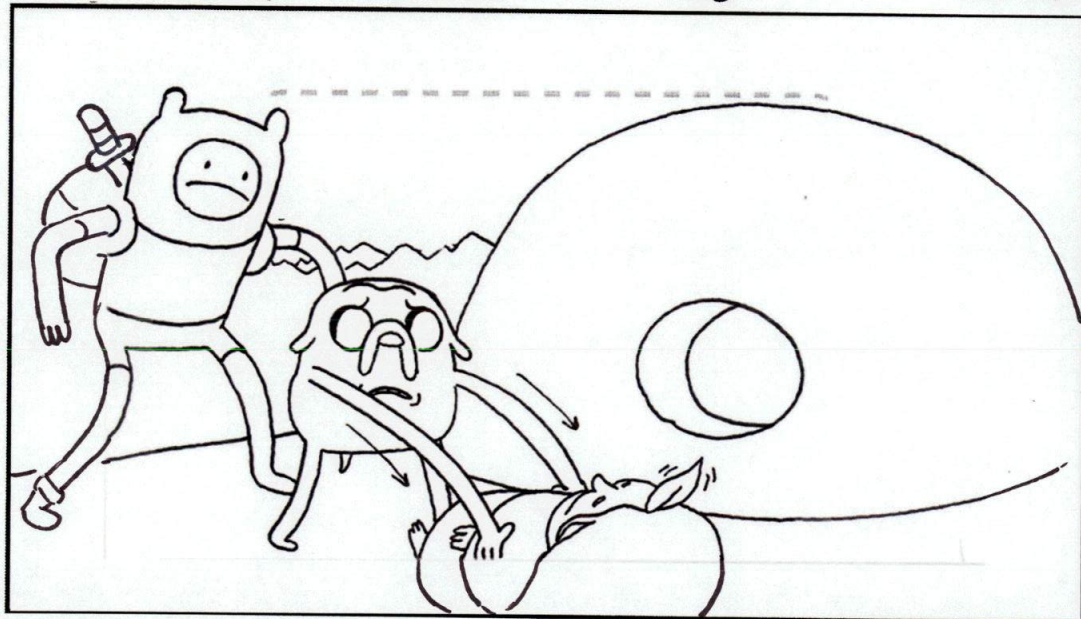
day night

Sc.

Pnl.

Bg.

day night



Dialog:

① Get her back IN the Vase!

Action:

Timing:

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Production:

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1034/217

ADVENTURE TIME

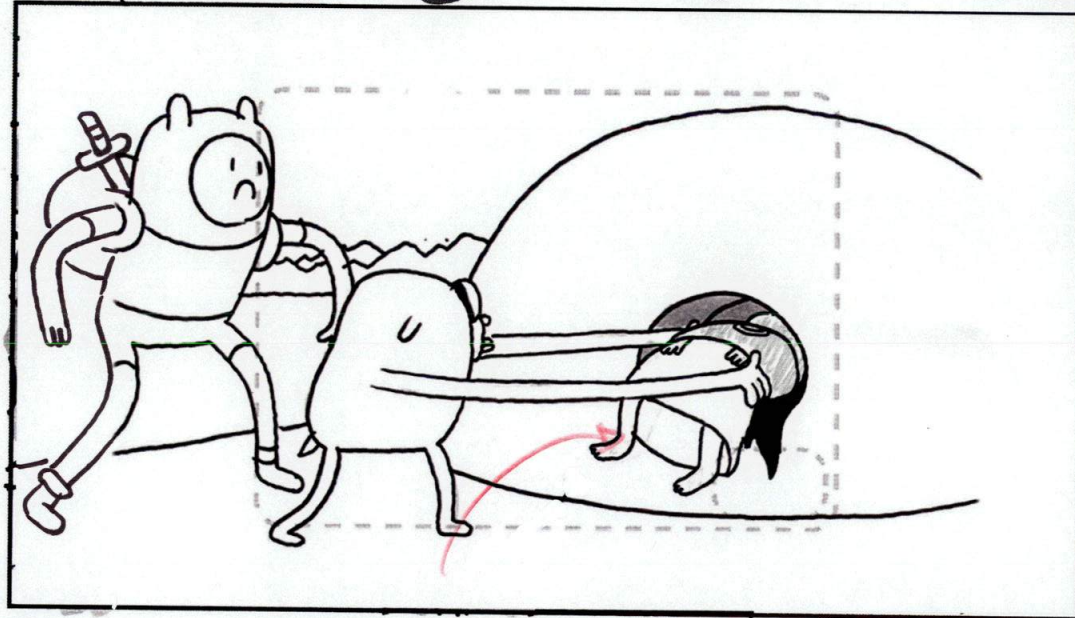


Page 126

Sc. 83 *CONT* Pnl. *D*

Bg.

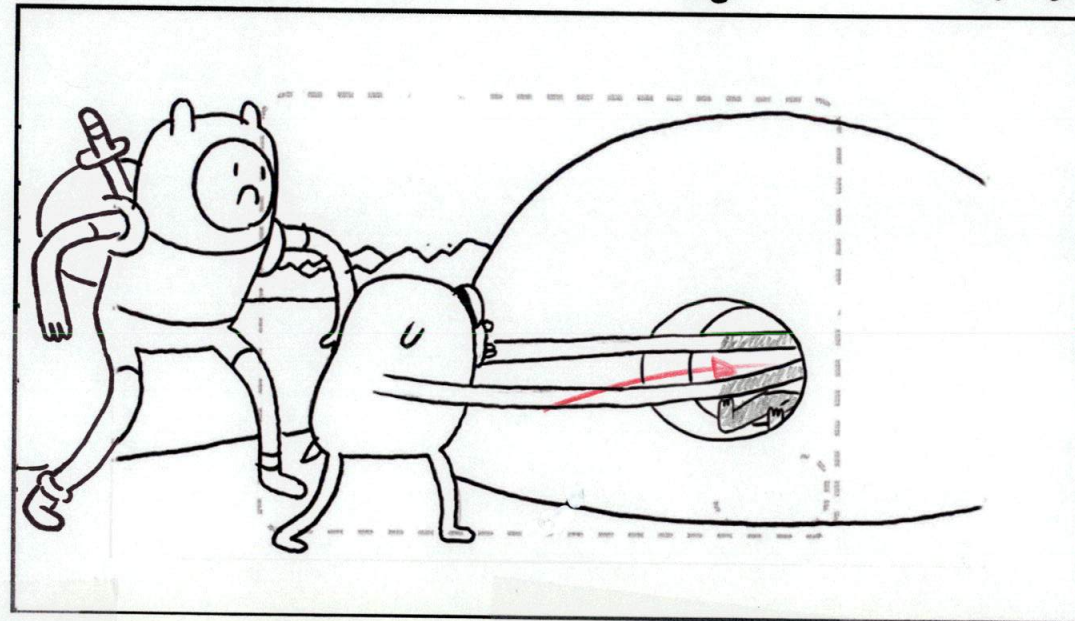
day night



Sc. 83 *CONT* Pnl. *E*

Bg.

day night



Dialog:

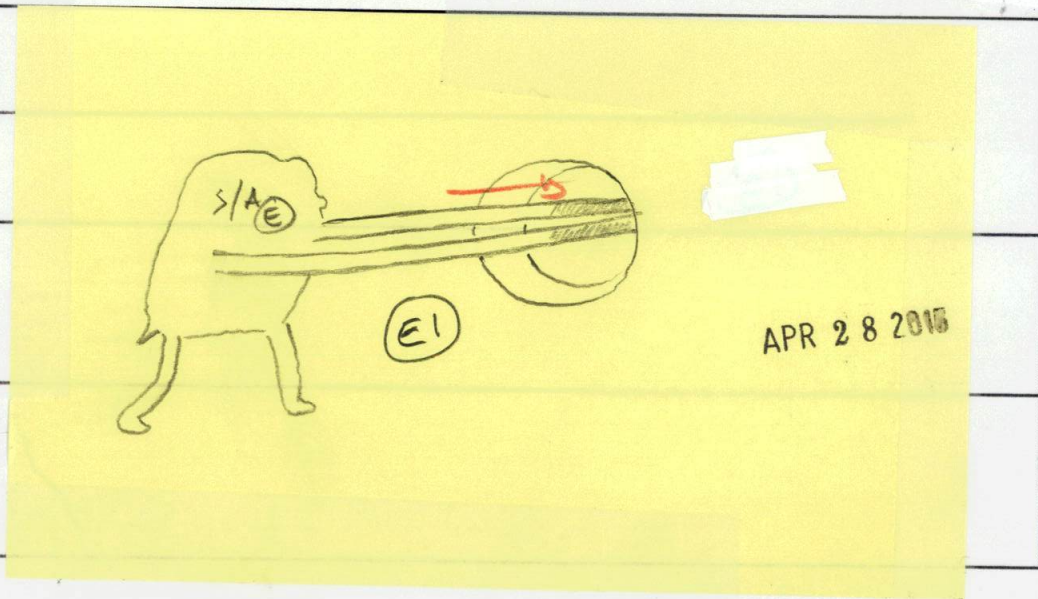
SFX: FLAPPA FLAPPA FLAPPA

Action:

- Moon's leaf is still flipping
- LAST LIGHT DYING.

Timing:

- J. GRABS THE MOON.



EPISODE #

Production:

1034-217

1034/217

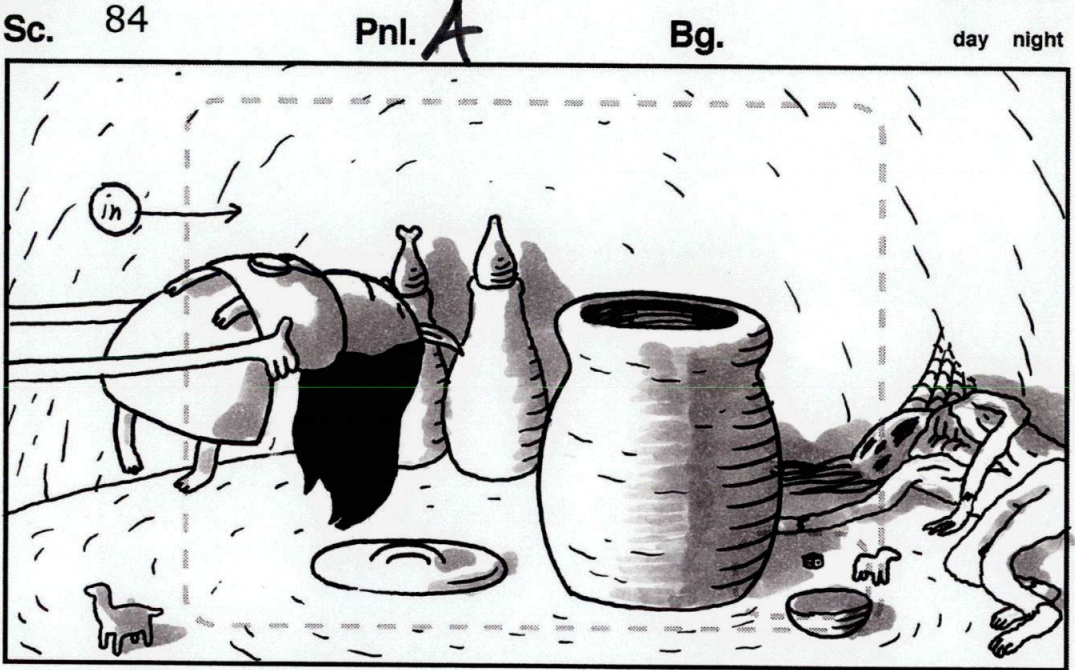
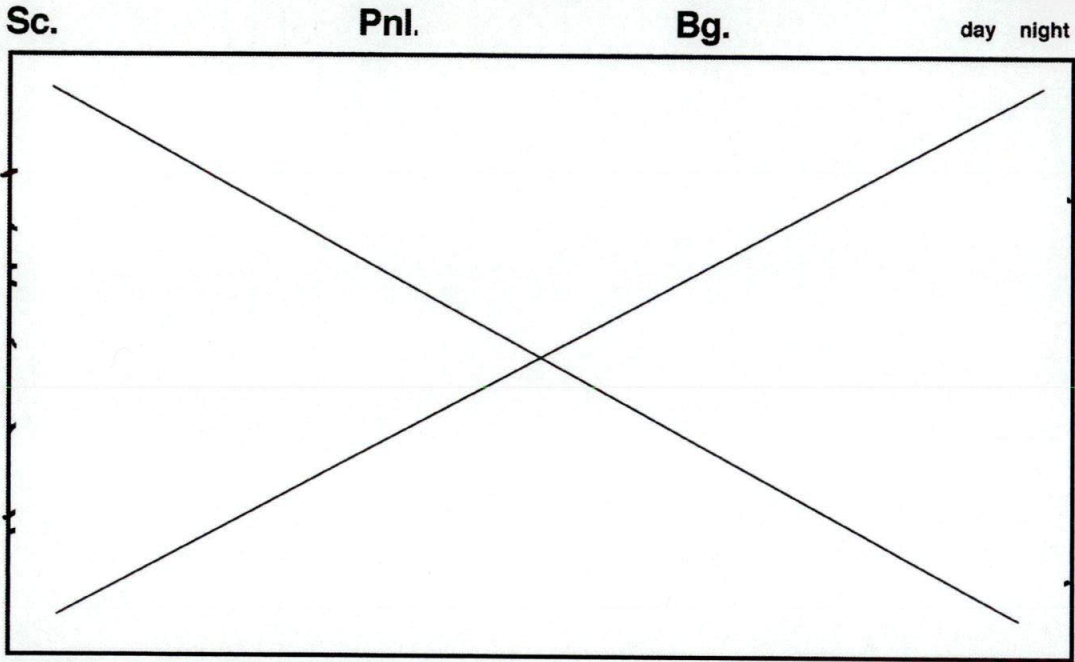
1034/217

1034/217

1034/217

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ADVENTURE TIME



Dialog:
Action: <p>- MOON IS CARRIED ON/5.</p>
Timing:

APR 28 2015

EPISODE # 1034-217

Production:

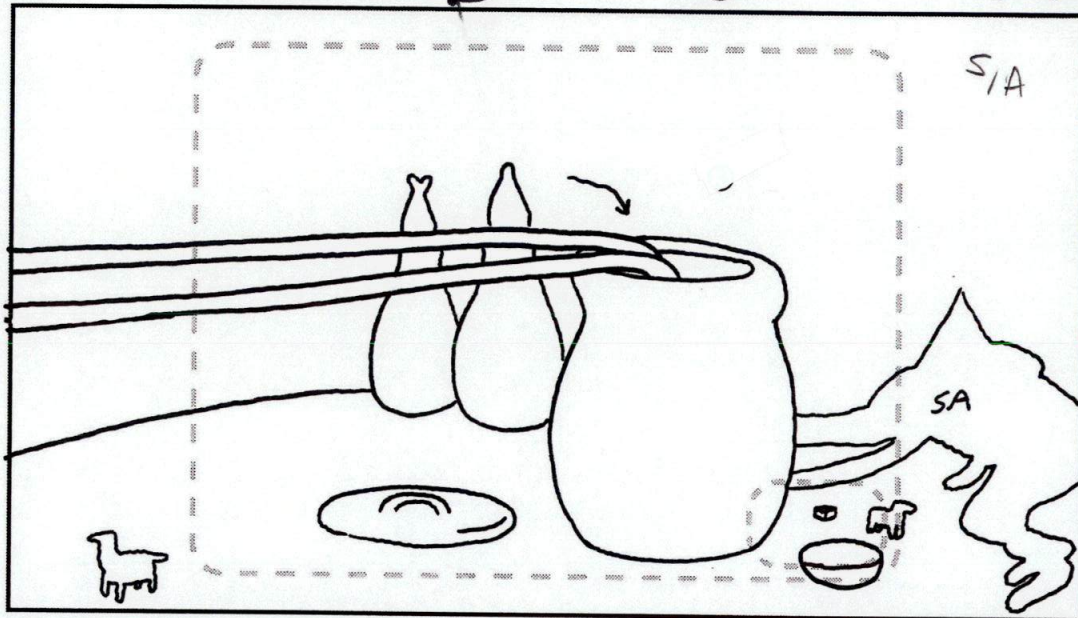
1034/217

ADVENTURE TIME

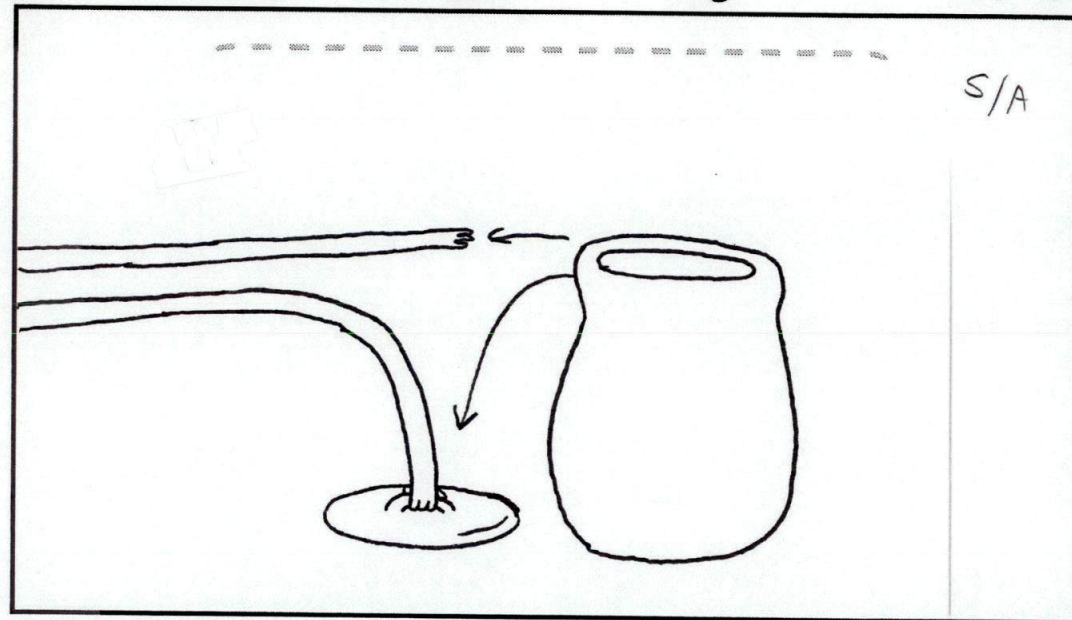


Page 128

Sc. 84 *cont* Pnl. *B* Bg. day night



Sc. 84 *cont* Pnl. *C* Bg. day night



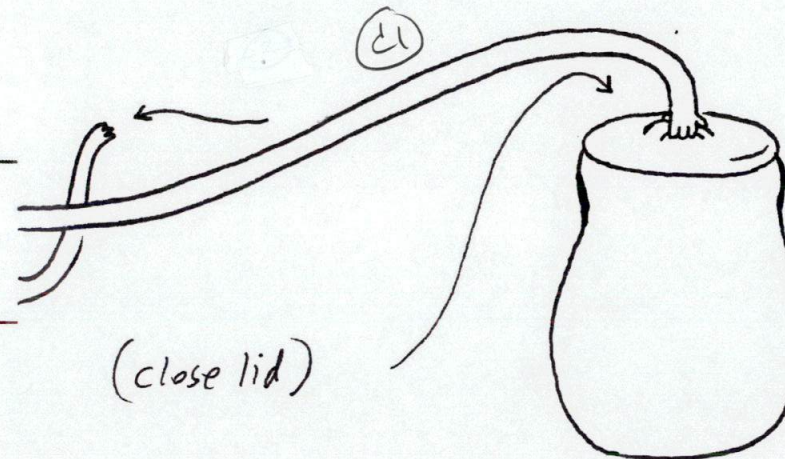
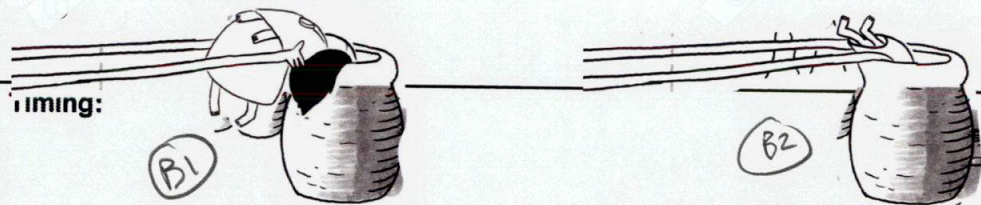
Dialog:

sfx / SHWIP!

Action:

puts moon in vase

Timing:



(close lid)

APR 28 2015

EPISODE #

Production:

1034-217

1034/217

1034/217

1034/217

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ADVENTURE TIME

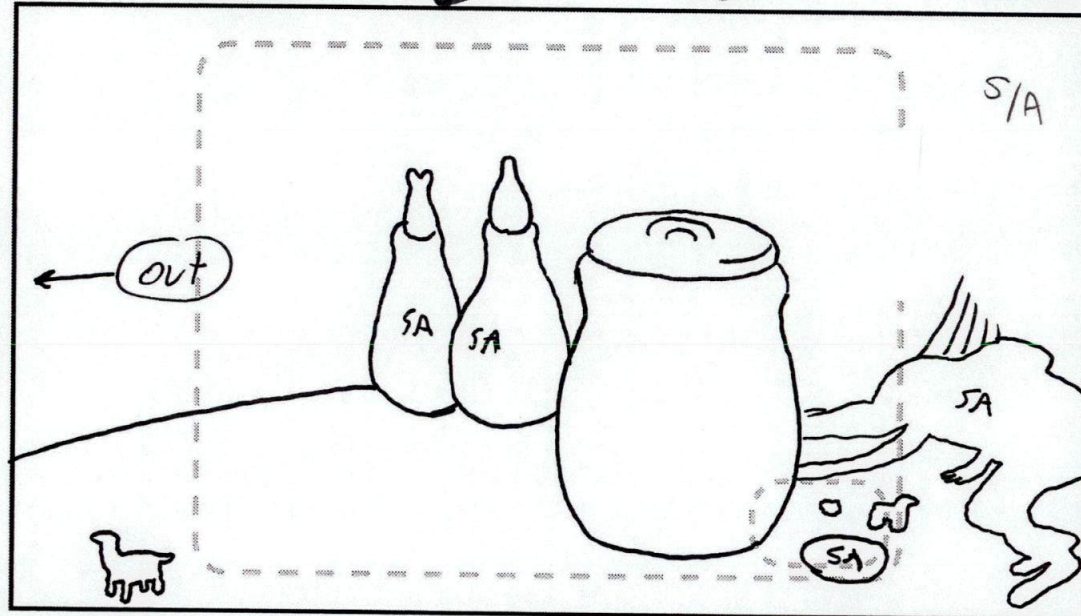


Page 129

Sc. 84 *CONT* Pnl. *D*

Bg.

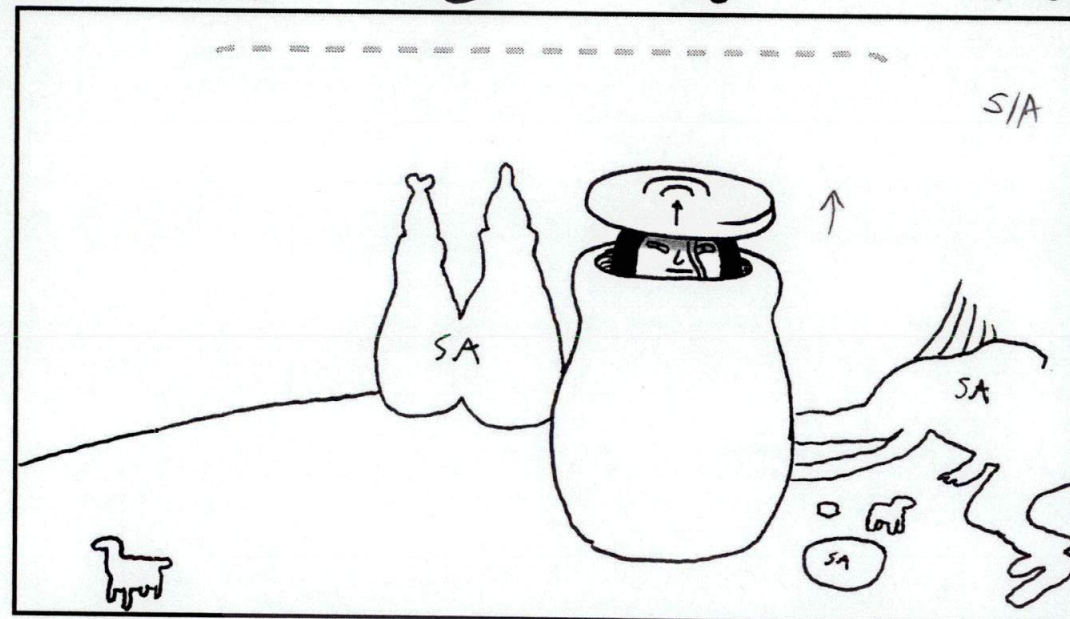
day night



Sc. 84 *CONT* Pnl. *E*

Bg.

day night



Dialog:

Action:

Jake retracts hands O.S.

- The moon slowly emerges from vase

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

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1034/217

ADVENTURE TIME

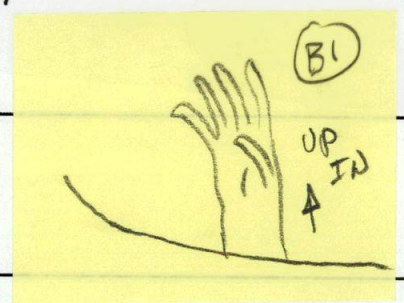


Sc. 85 Pnl. **A** Bg. day night



Sc. 85 **CONT** Pnl. **B** Bg. day night



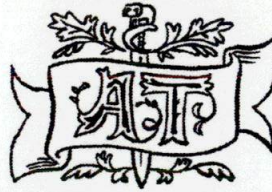
Dialog:		
Action:	-THE MOON slowly rising	
Timing:	APR 28 2015	

EPISODE # 1034-217

Production:

1034/217

ADVENTURE TIME



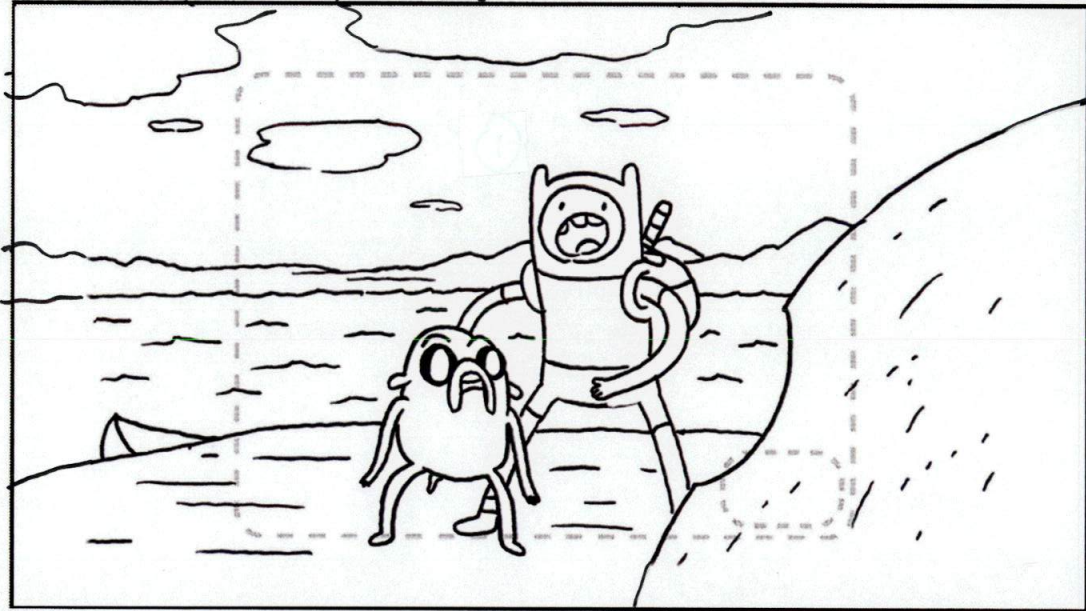
Page 131

Sc. 86

Pnl. A

Bg.

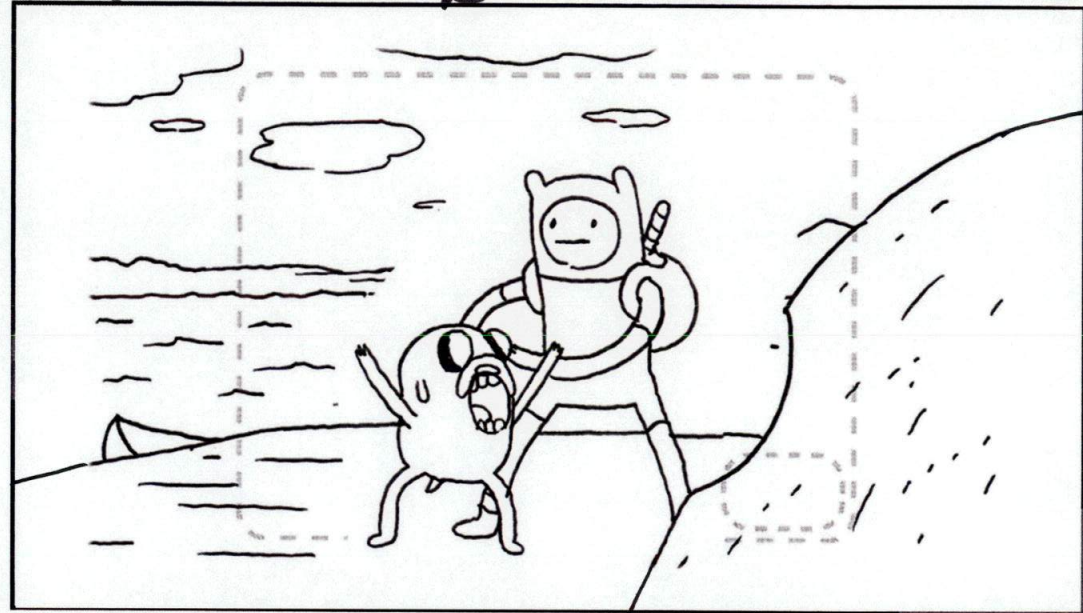
day night



Sc. 86 CONT Pnl. B

Bg.

day night

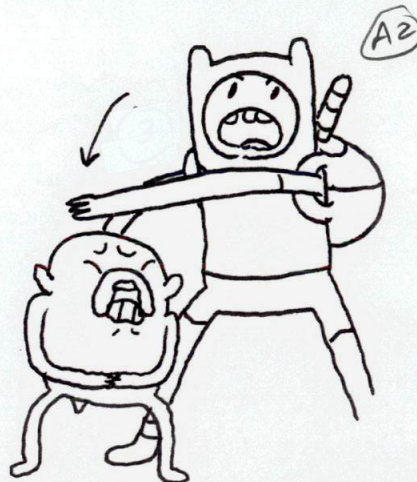
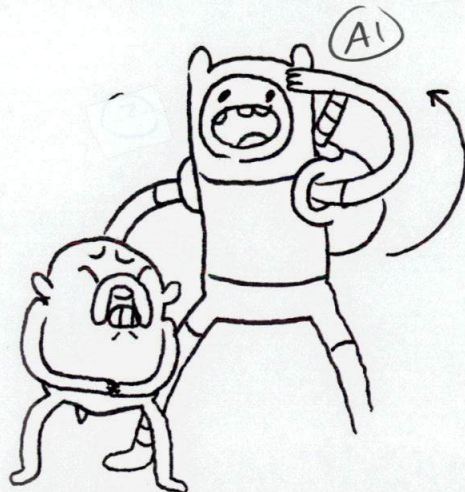


Dialog: Finn/ come get vs BLOOD BUCKET!

Jake/ WHAT?!

Action:

Timing:



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EPISODE #

1034-217

1034/217

Production:

1034/217

1034'217

1034/217

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ADVENTURE TIME

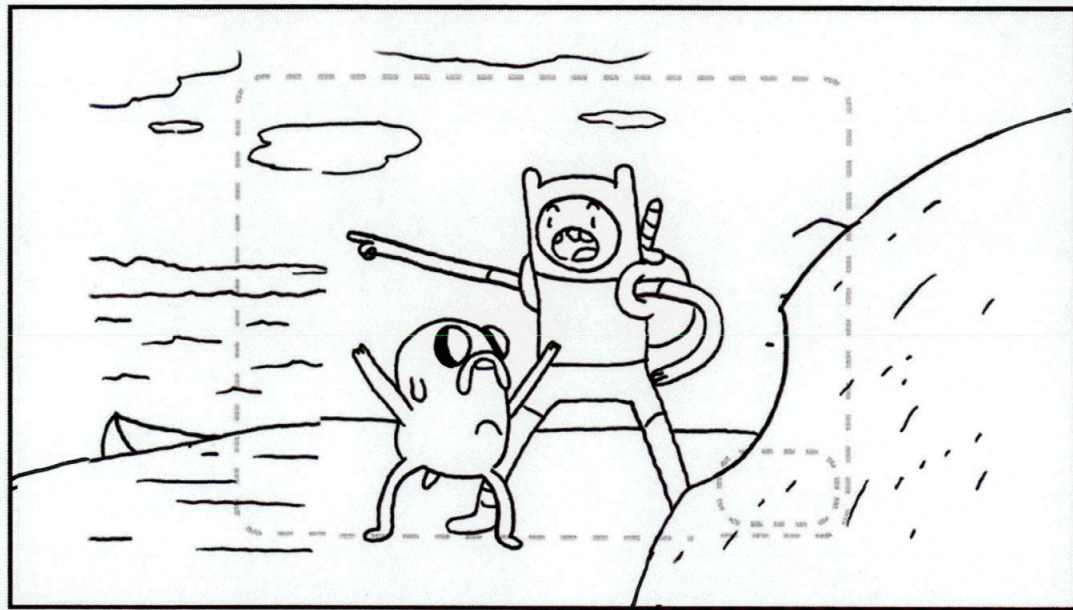


Page 132

Sc. 86 *CONT* Pnl. *C*

Bg.

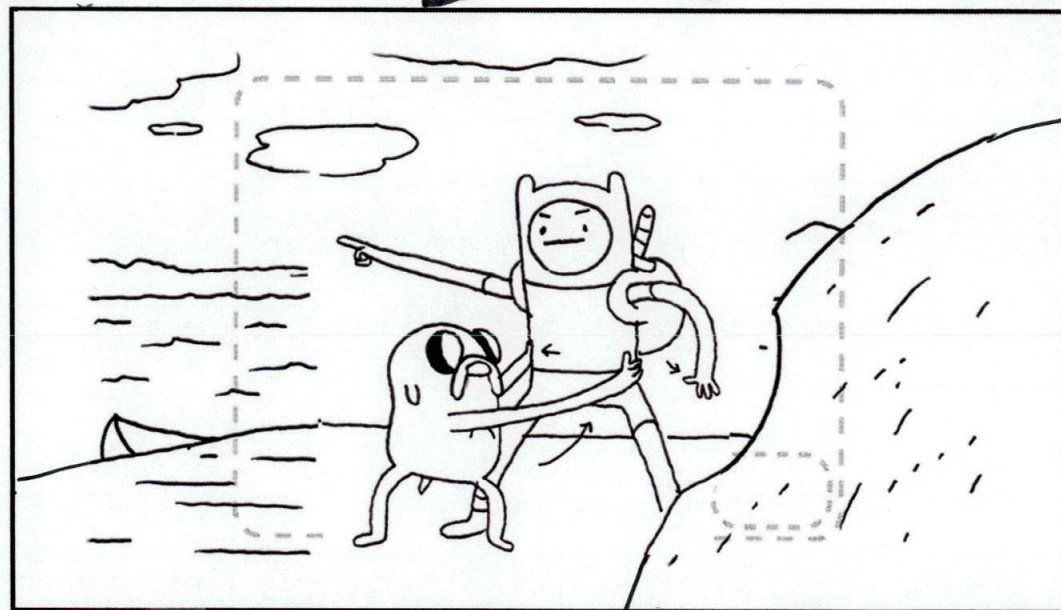
day night



Sc. 86 *CONT* Pnl. *D*

Bg.

day night



Dialog:

Finn! RUN!!

Action:

J GRABS FINN.

APR 28 2013

Timing:

EPISODE # 1034-217

Production:

1034/217

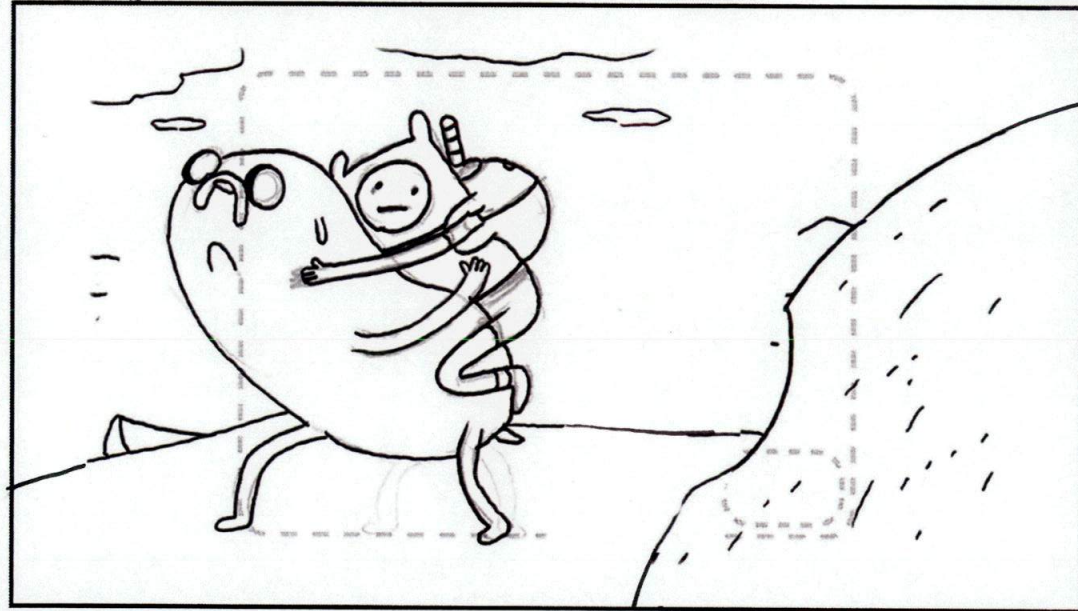
1034/217

ADVENTURE TIME

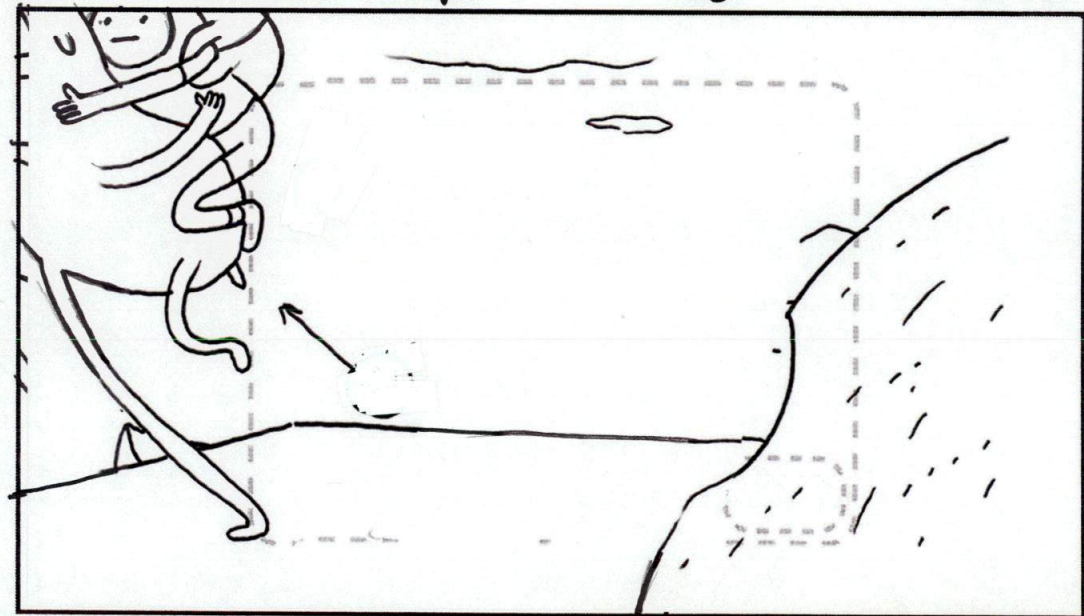


Page 133

Sc. 86 *CONT* Pnl. *E* Bg. day night



Sc. 86 *CONT* Pnl. *F* Bg. day night



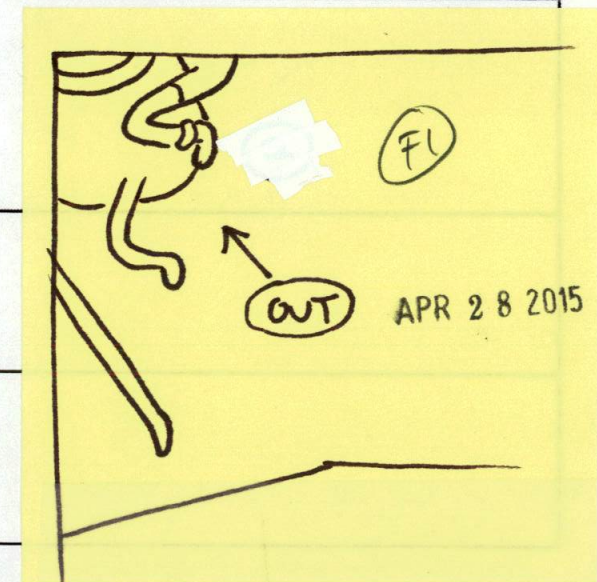
Dialog:

Action:

-J. TOSSES FINN ON BACK.

-J. RUNS OFF/S.

Timing:



EPISODE #

1034-217

1034/217

Production:

1034/217

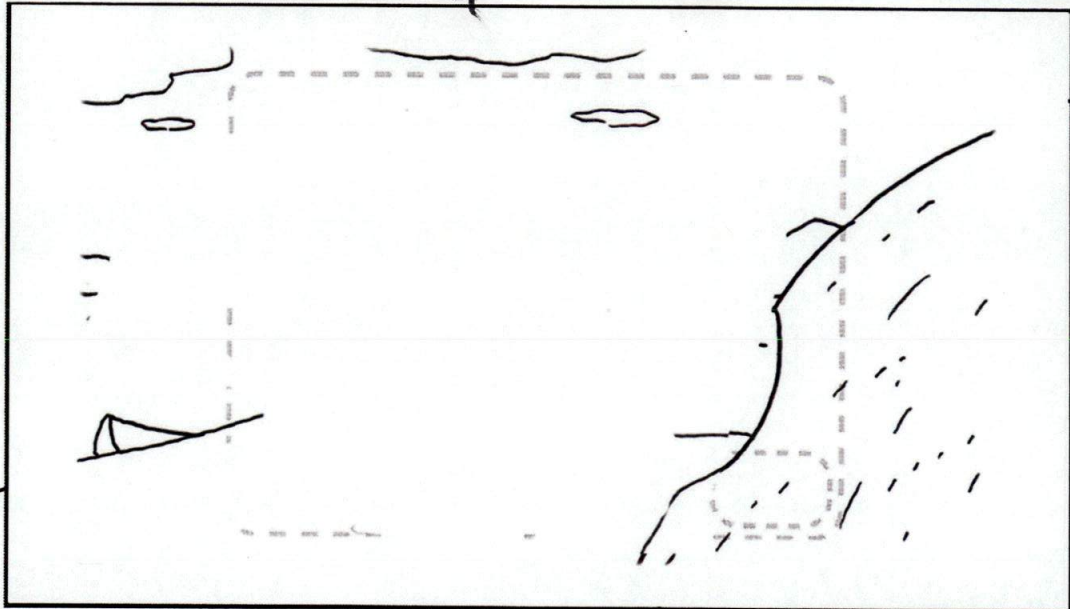
1034/217

ADVENTURE TIME

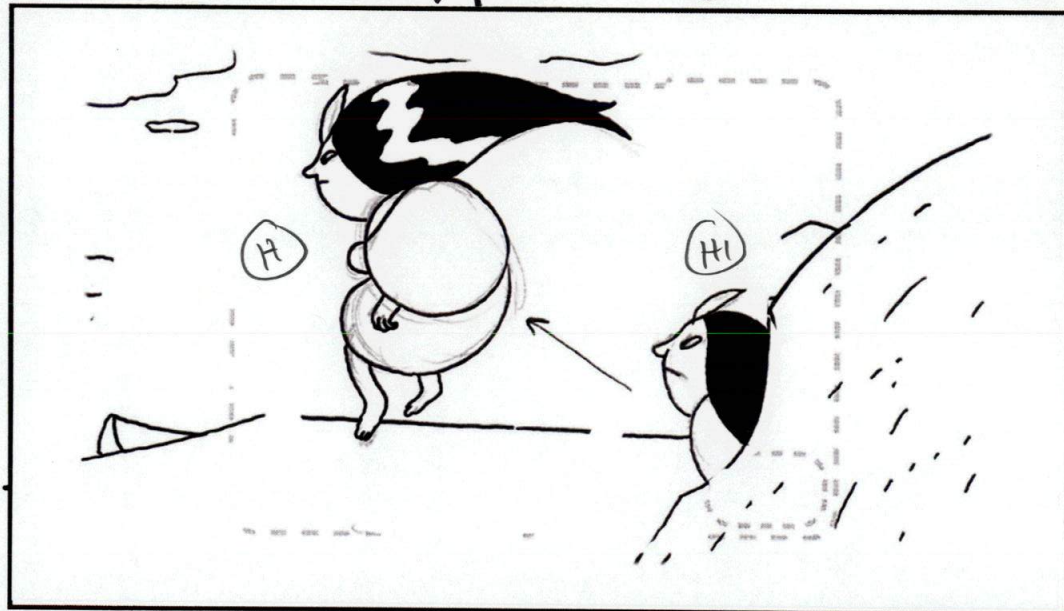


Page 134

Sc. 86 *CONT* Pnl. *G* Bg. day night



Sc. 86 *CONT* Pnl. *H* Bg. day night



Dialog:

Action:

-MOON LEAPS OUT OF BOAT.

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME

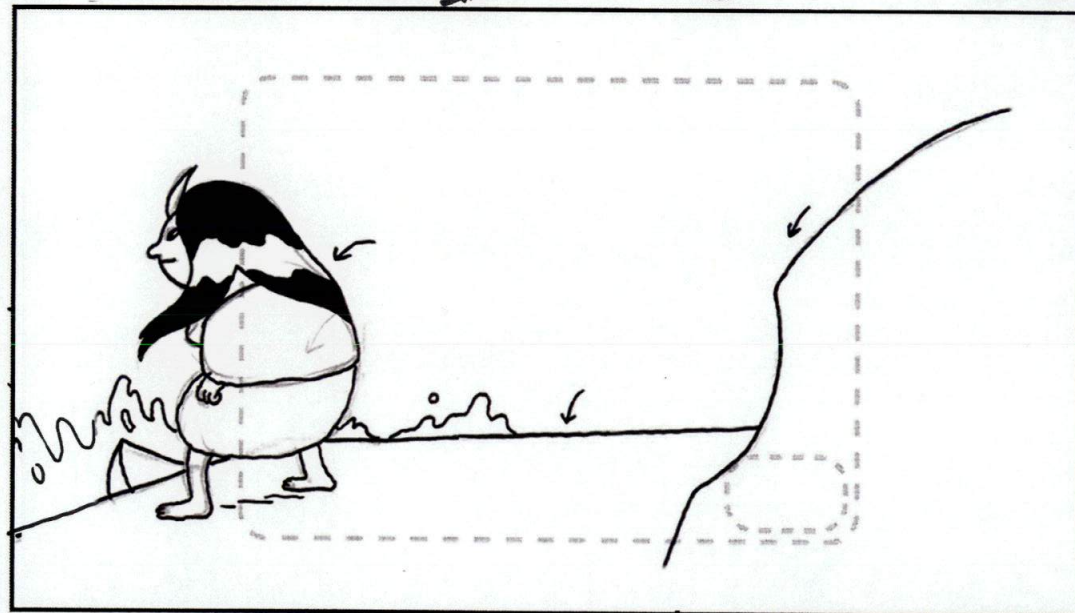


Page 135

Sc. 86 *CONT* Pnl. *I*

Bg.

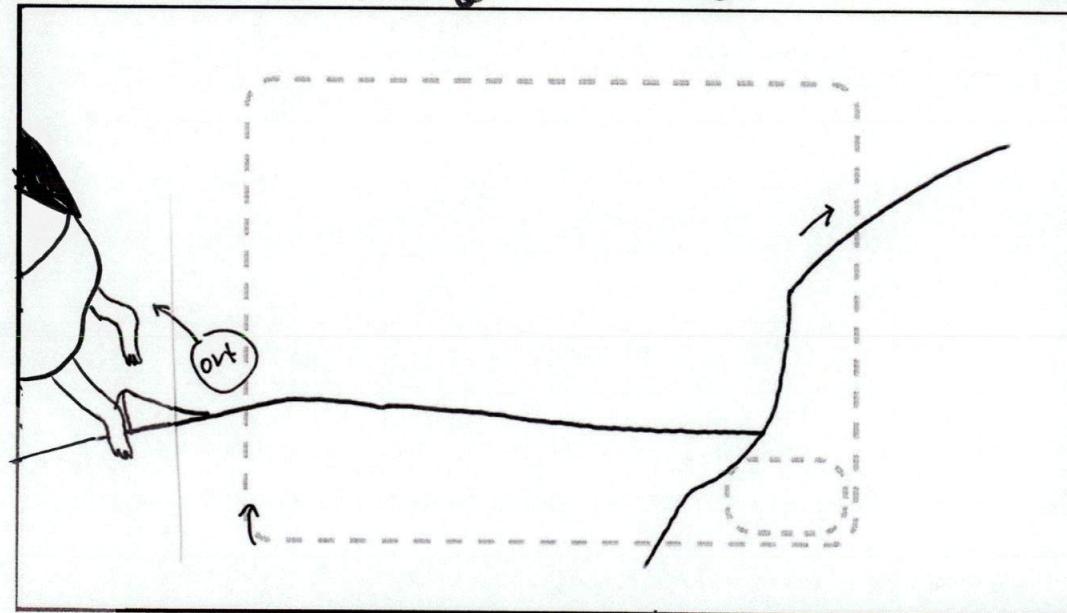
day night



Sc. 86 *CONT* Pnl. *J*

Bg.

day night



Dialog:

sfx / sploosh



SQUASH
IMPACT

(IL)

sfx / slosh

Action:

Lands on boat, causing a splash in the water
and boat to dip

- boat rises up

- THE MOON LEAPS OFF/S.

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Timing:

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1034/217

Production:

1034/217

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1034/217

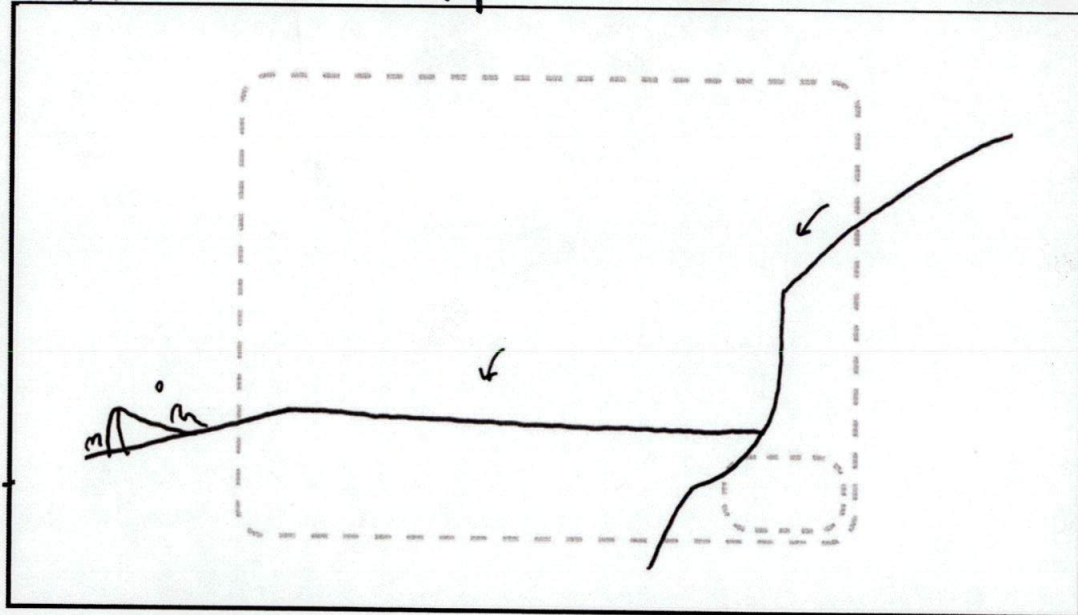
ADVENTURE TIME



Sc. 86 CONT Pnl. K

Bg.

day night

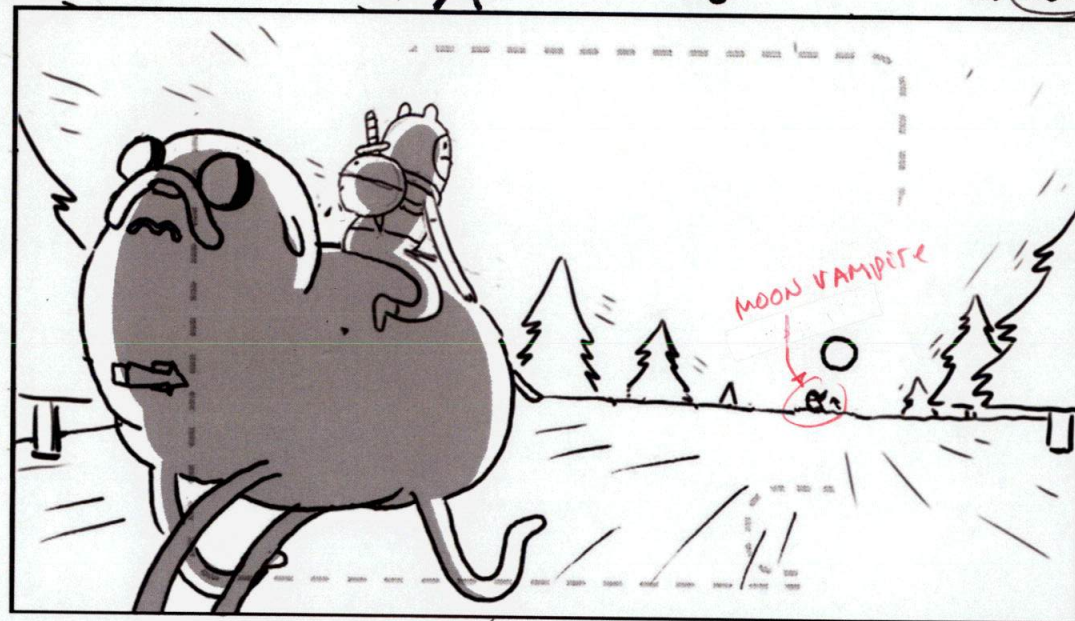


Sc. 87

Pnl. A

Bg.

day night



Dialog:

sfx/:spush:

Action:

- boat settles

Timing:

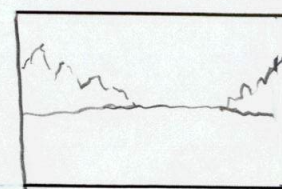
Multi-plane set-up

APR 28 2015

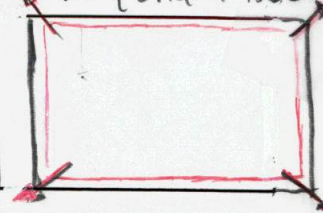
Fore ground
& char LEVEL



ANIM 100 cycle
LANDSCAPE LEVEL



sky BG w/-
very slight truckout CAMERA



EPISODE # 1034-217

1034/217

1034'217

ADVENTURE TIME

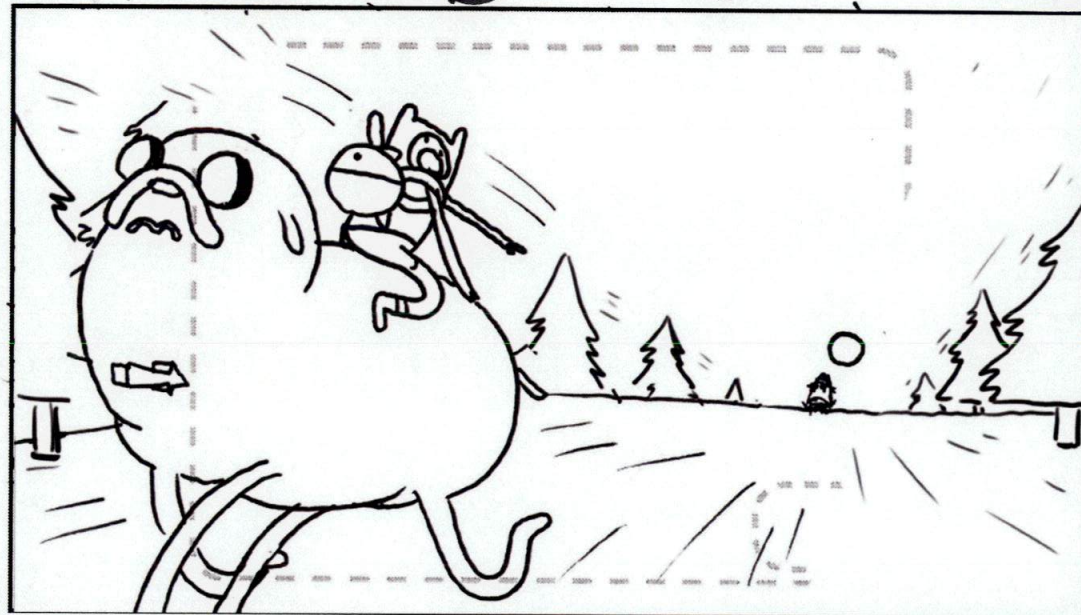


Page 137

Sc. 87 *CONT* Pnl. *B*

Bg.

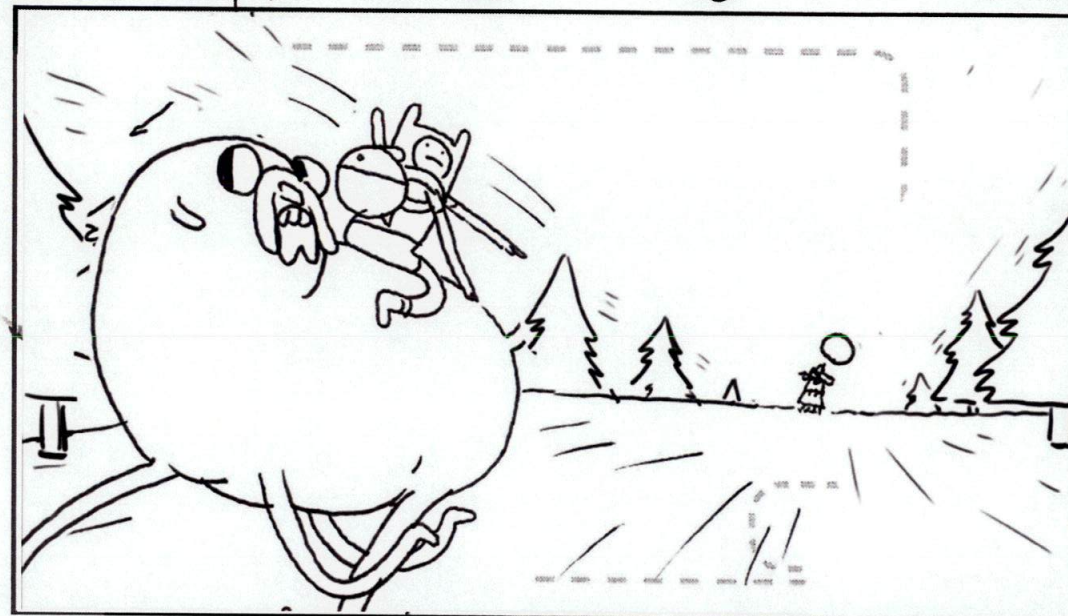
day night



Sc. 87 *CONT* Pnl. *C*

Bg.

day night



Dialog:

Finn: here she come!

Jake: Dude, for real, why'd you make her chase us?

Action:

- CAM GAINS ON
JAKE.

(Jake galloping)

-MOON APPEARS OVER HORIZON.

APR 28 2010

Timing:

1034-217
EPISODE #

Production:

1034/217

1034/217

ADVENTURE TIME



Page 138

Sc. 87 *CONT* Pnl. *D*

Bg.

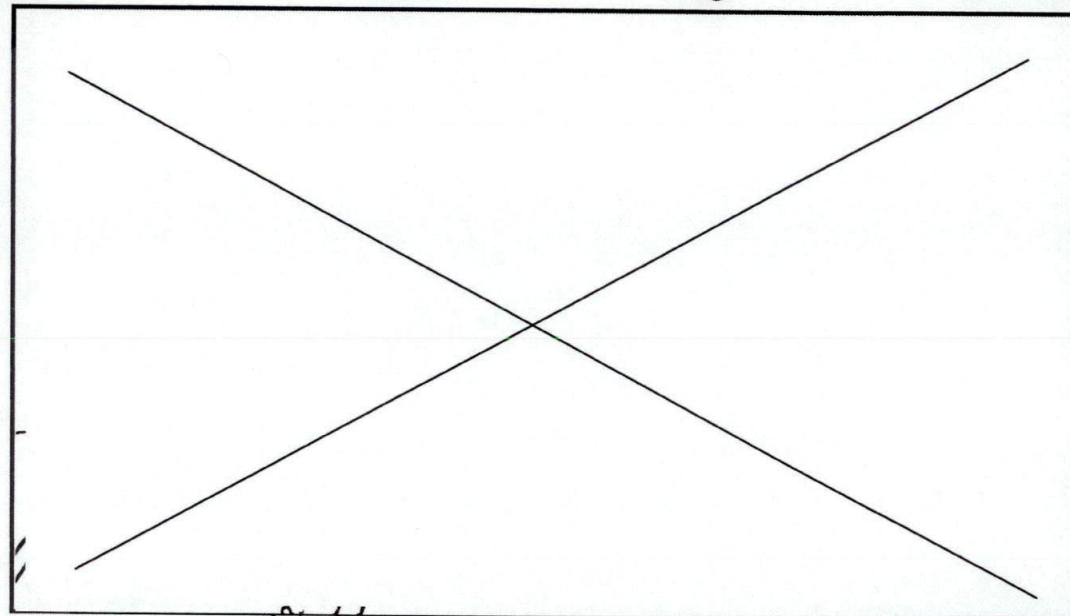
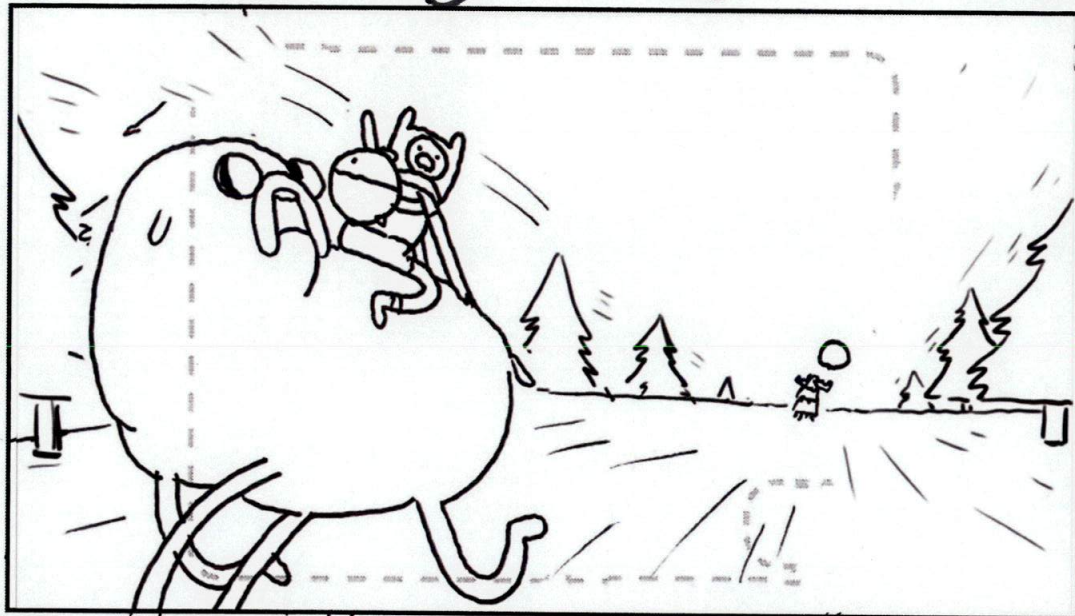
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Finn! Marci needs her healing powers!

Action:

- Finn + Jake sink/synch into the moving BG

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

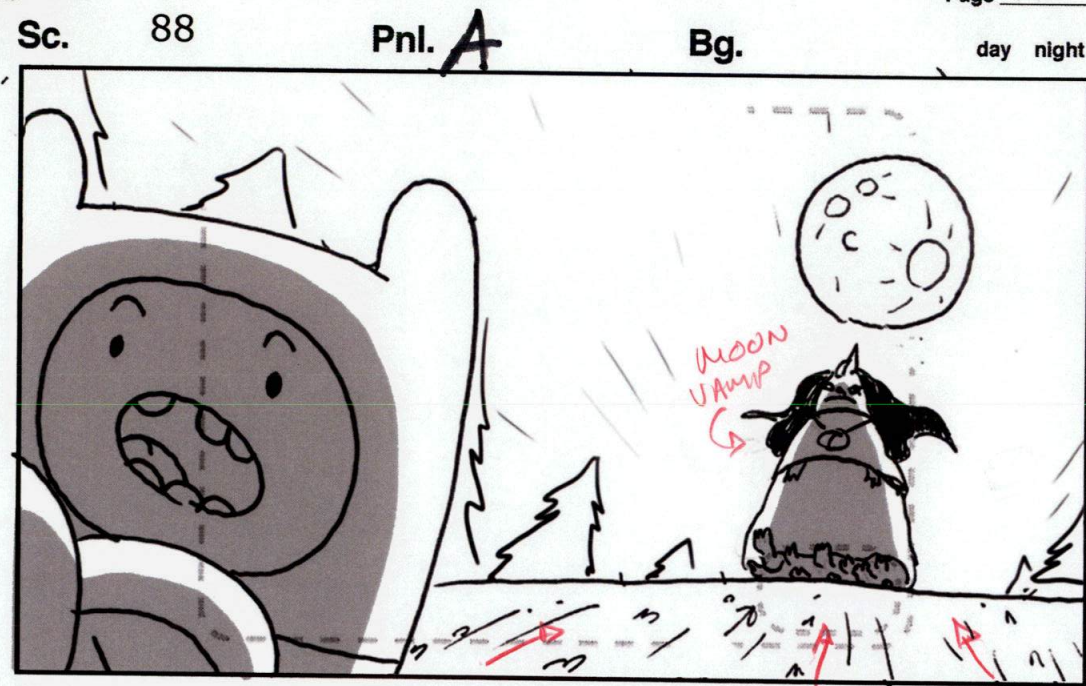
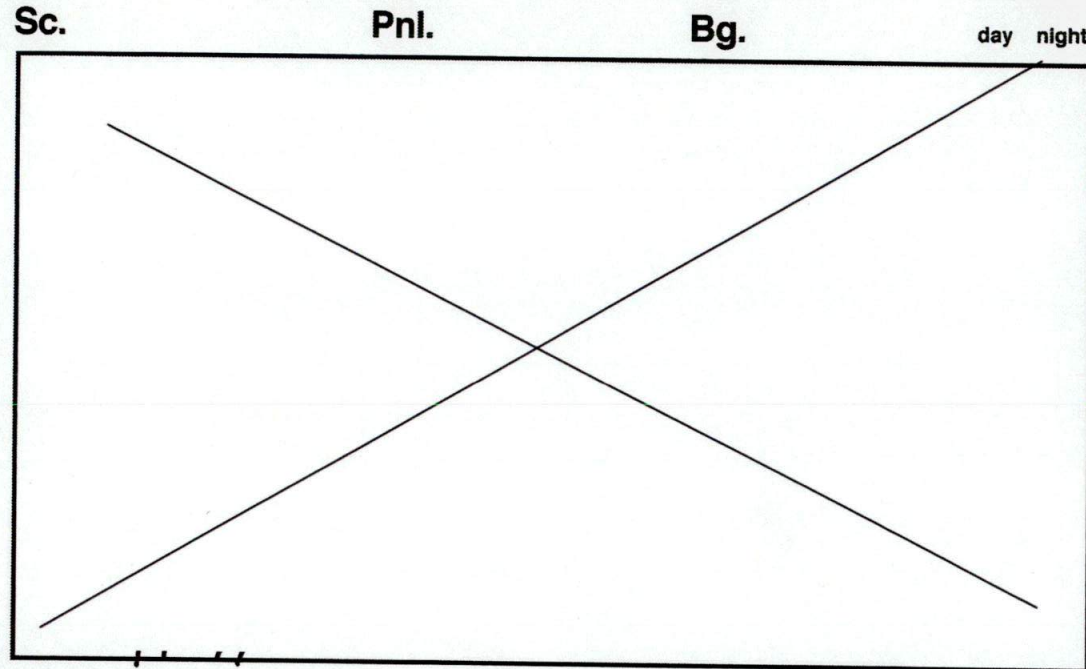
1034/217

1034/217

1034/217

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ADVENTURE TIME



Dialog:	<u>Finn</u> / "Stake her back" to <u>the</u> <u>castle</u> , bro!
Action:	APR 28 2015 - moons feet scuttling very fast like a blur
Timing:	Multi-plane set-up

1034-217

EPISODE #

1034/217

Production:

ADVENTURE TIME



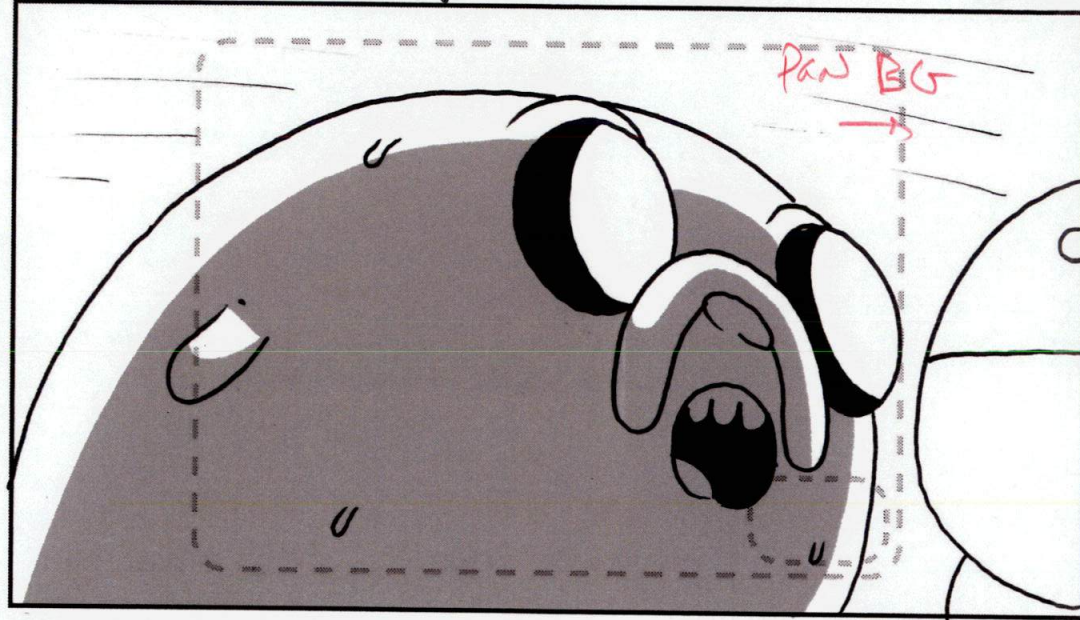
Page 140

Sc. 89

Pnl. **A**

Bg.

day night



Sc. 89

CONT Pnl. **B**

Bg.

day night



Dialog:

Jake/ OH RIGHT.

J/ Shoot, just don't let her
near my deli tray!

Action:

Timing:

APR 28 2015

1034-217

EPISODE #

1034/217

Production:

1034/217

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ADVENTURE TIME



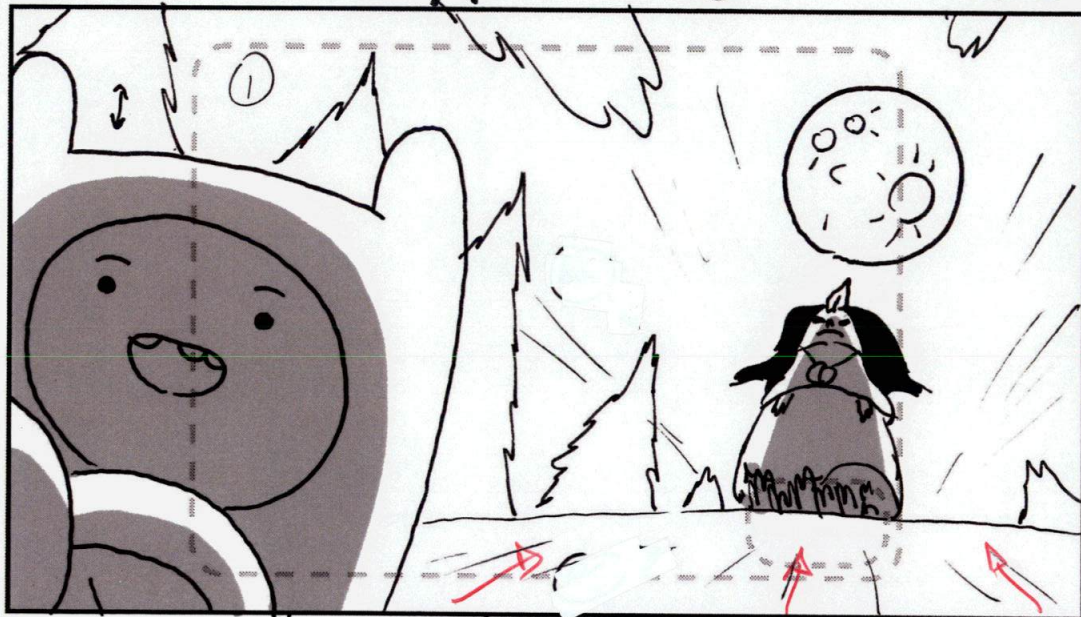
Page 141

Sc. 90

Pnl. A

Bg.

day night



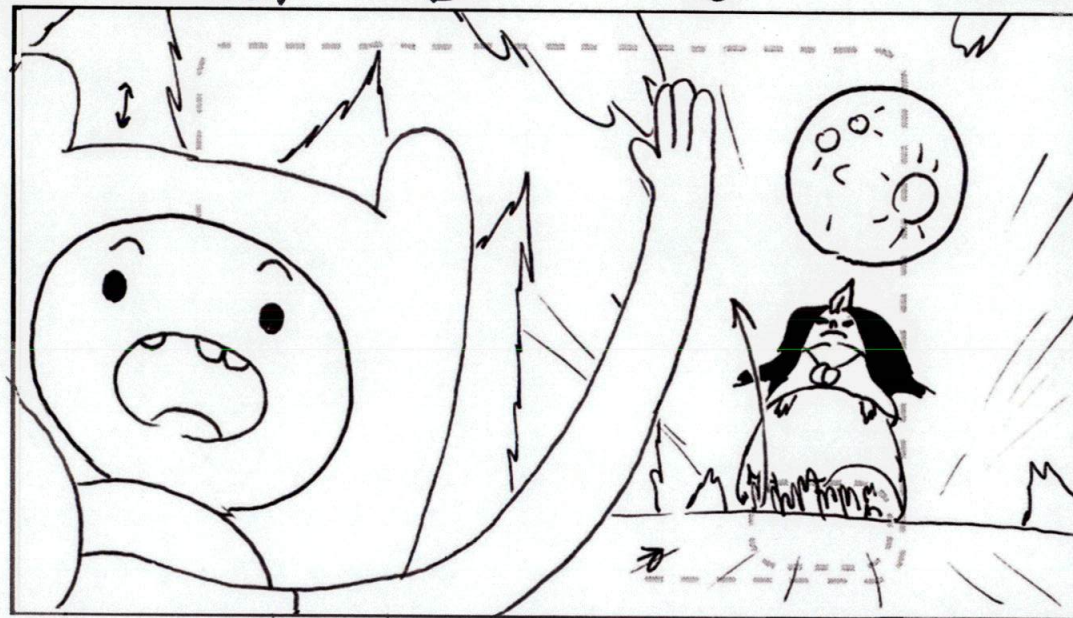
Sc. 90

CONT

Pnl. B

Bg.

day night



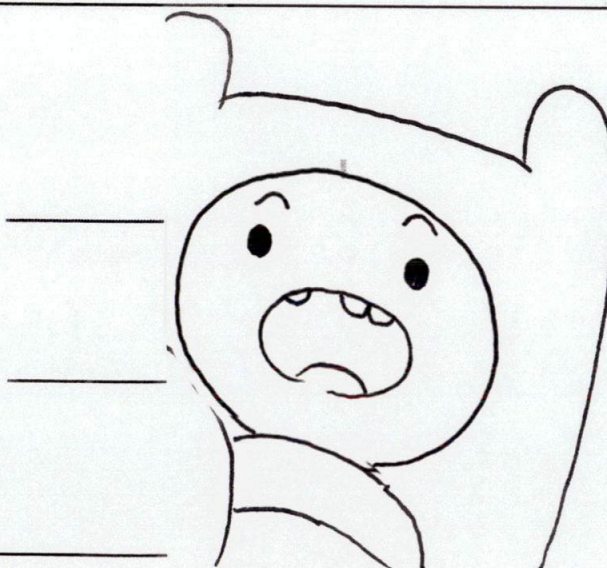
Dialog:

Finn ① Well ② run harder dude!

Action:

Finn slightly
undulating from
Jake's gallop

Timing:



SFX = SMACK =

(Finn spans Jake's butt)

APR 28 2015

out

EPISODE # 1034-217

Production:

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1034/217

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ADVENTURE TIME



Page 142
NO PG-143
day night

Sc. 91

Pnl. **A**

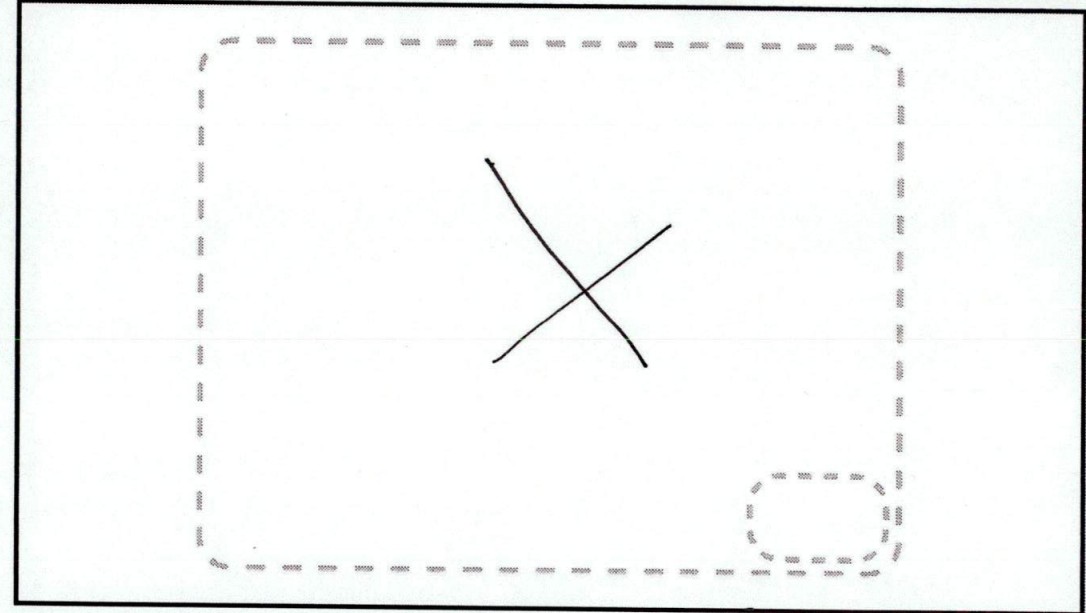
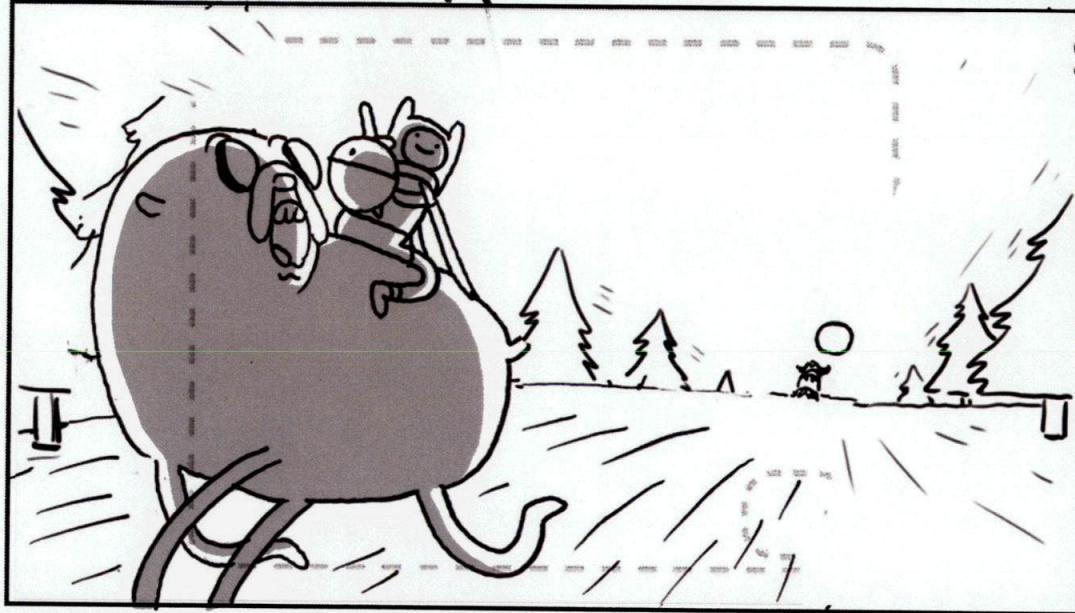
Bg.

day night

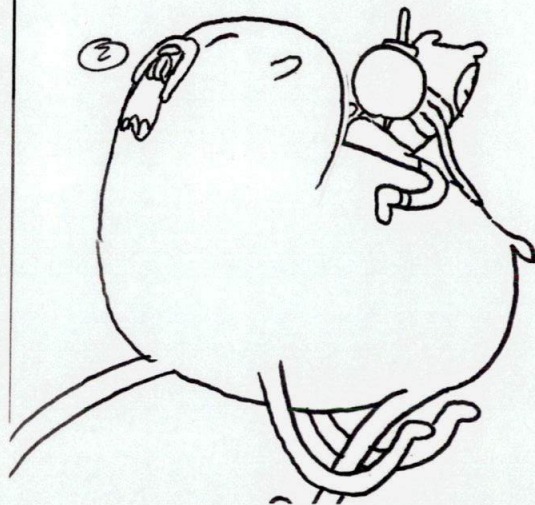
Sc.

Pnl.

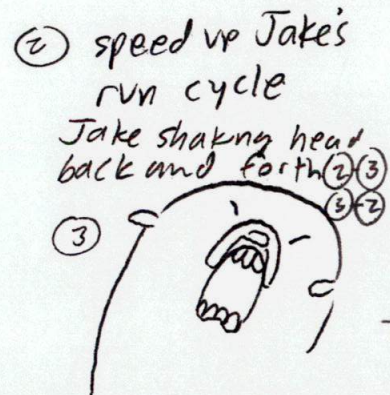
Bg.



Dialog: Jake ① OK ② AAAA !!!
③



Multi-plane Set-up



APR 28 2015

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Production:

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ADVENTURE TIME



Page 144

144A NEXT
day night

Sc. 92

Pnl. A

Bg.

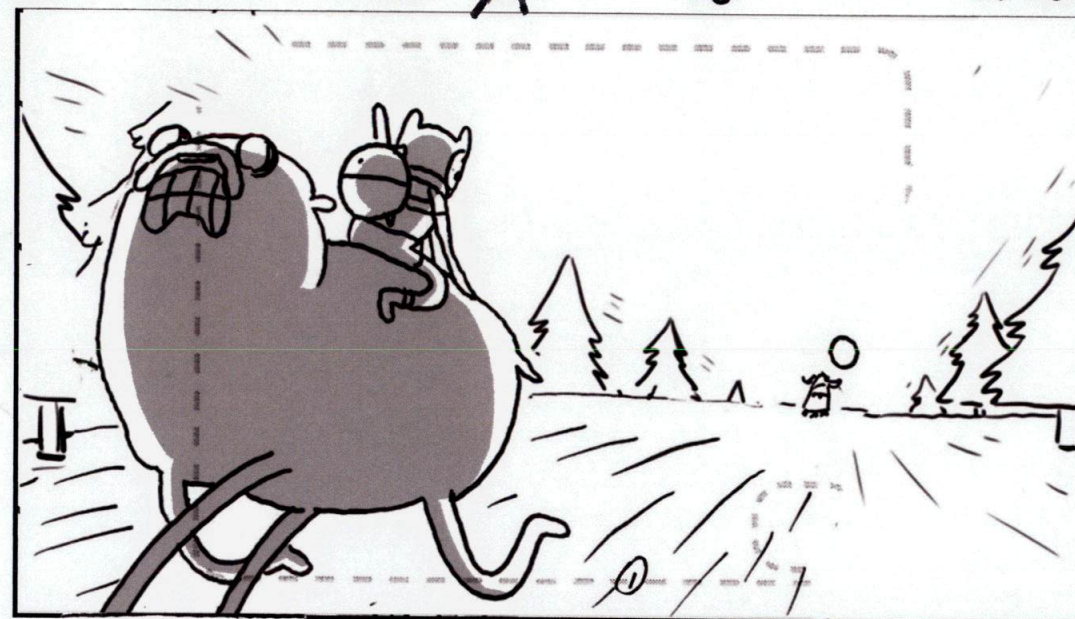
day night



Sc. 92A

Pnl. A

Bg.



Dialo

Finn / Man she is really booking it hard

Action:

(Moon's hair flowing slowly in the wind as if alive)

Timing:

SP



Finn / You see that Jake?

J / NO bro just let me run!

1-2-1-2
run cycle

APR 28 2015

Multipane
SET-UP

Production:

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1034/217

1034/217

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1034/217

ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
93	A			

Dialog:
<p><u>Finn</u> Holy stink!</p>
<p>Action</p>
<p>Timing</p>

1-2-1-2
run cycle

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Production:

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ADVENTURE TIME



Page 145
145A NEXT
day night

Sc. 94

Pnl. A

Bg.

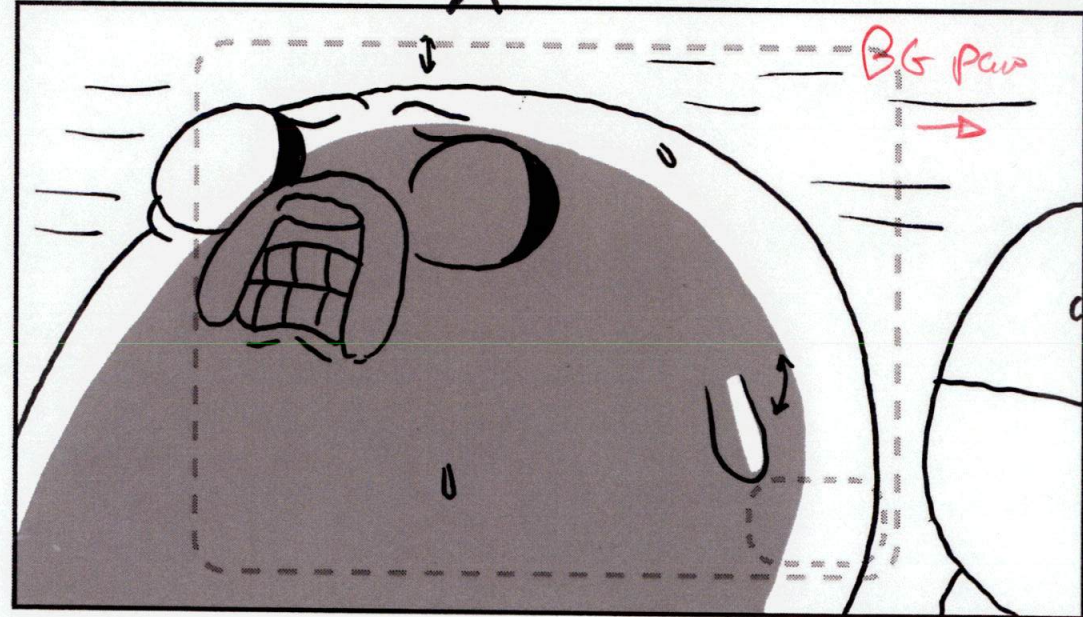
day night



Sc. 95

Pnl. A

Bg.



Dialog: Finn! She's smiling right at me.
(0/5)

Action:

Timing:



Jake! I don't need a play-by-play man

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Production:

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ADVENTURE TIME

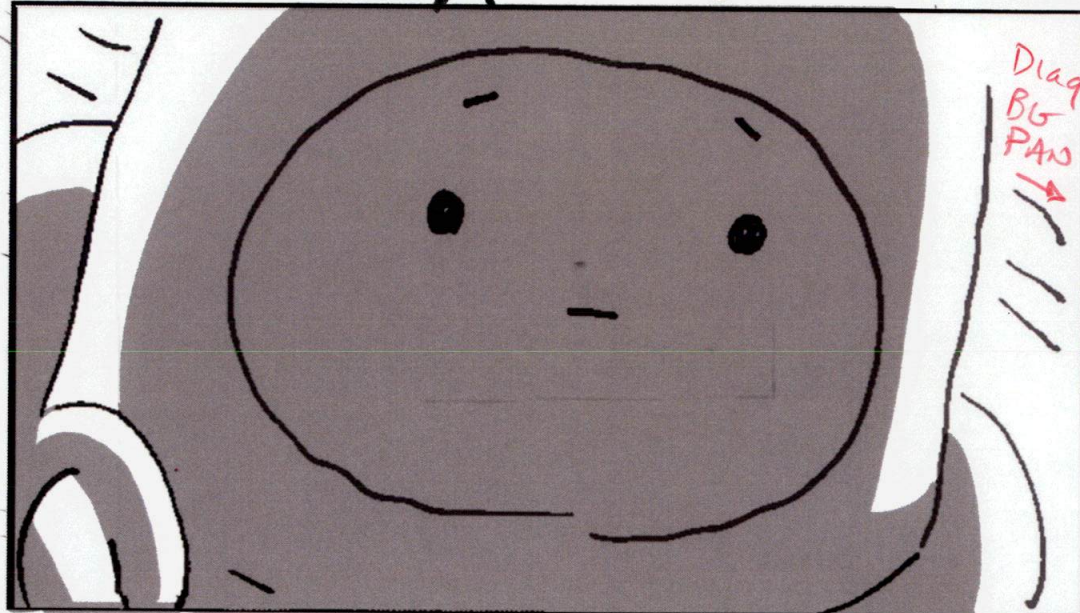


Sc. 95A

Pnl. **A**

Bg.

day night



Sc. 95B

Pnl. **A**

Bg.

Page 145A
day night



Dialog:

Jake (os): panting

Action:

Timing:

APR 28 2015

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Production:

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1034/217

1034/217

145A

146 NEXT

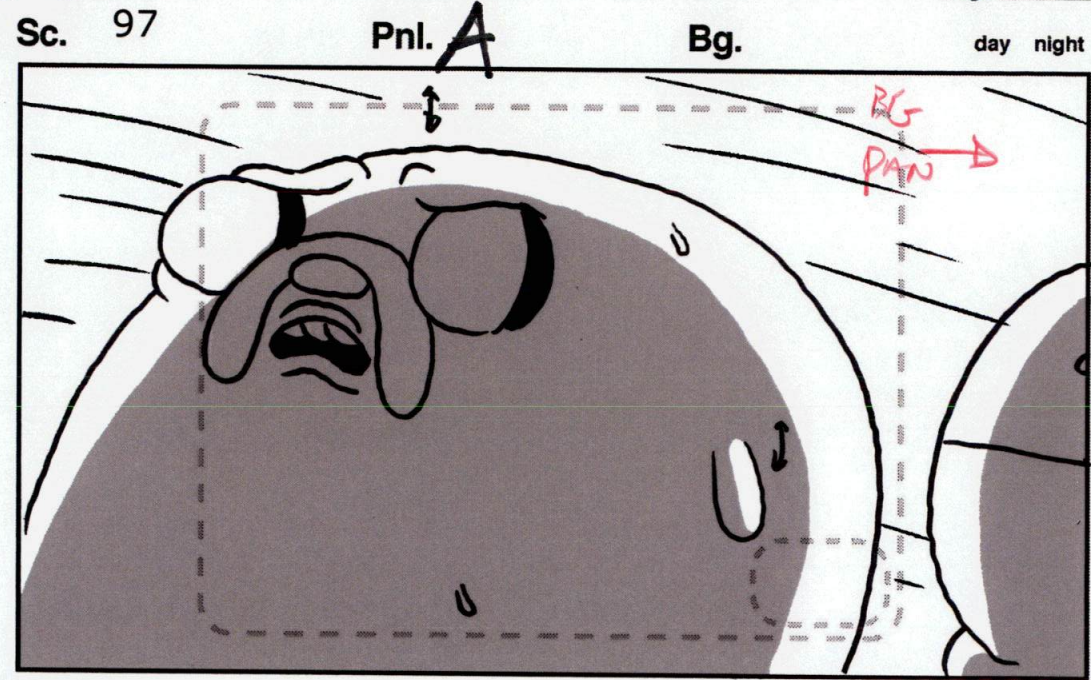
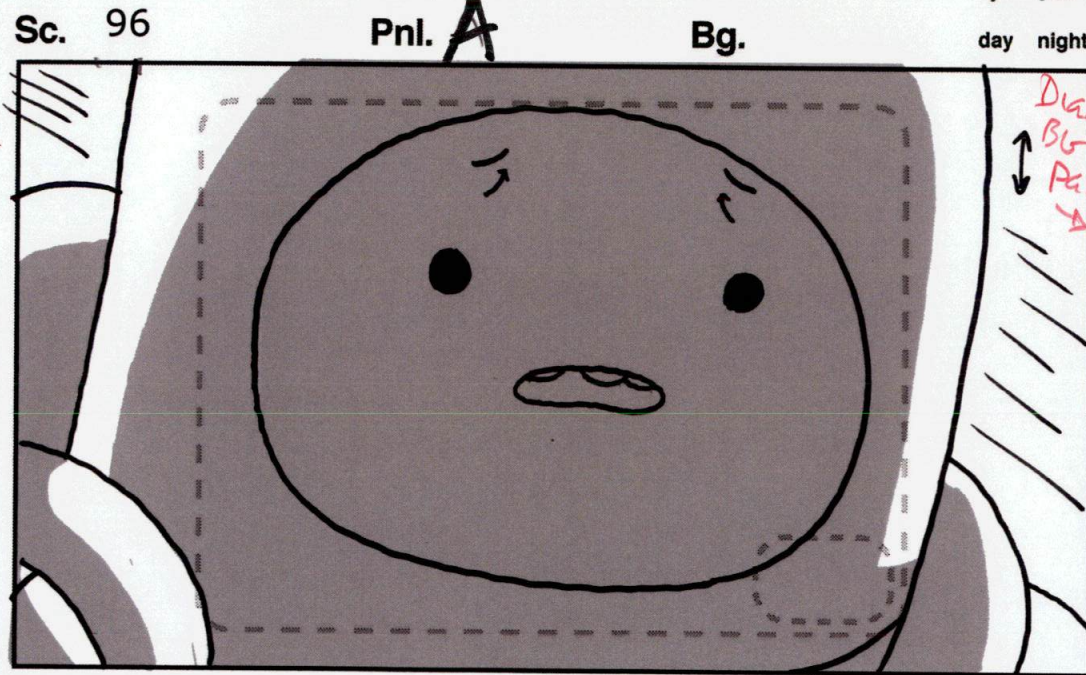
1034/217

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ADVENTURE TIME



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Dialog: Finn she's messin' with us!

J/whaddyov meadn?!

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

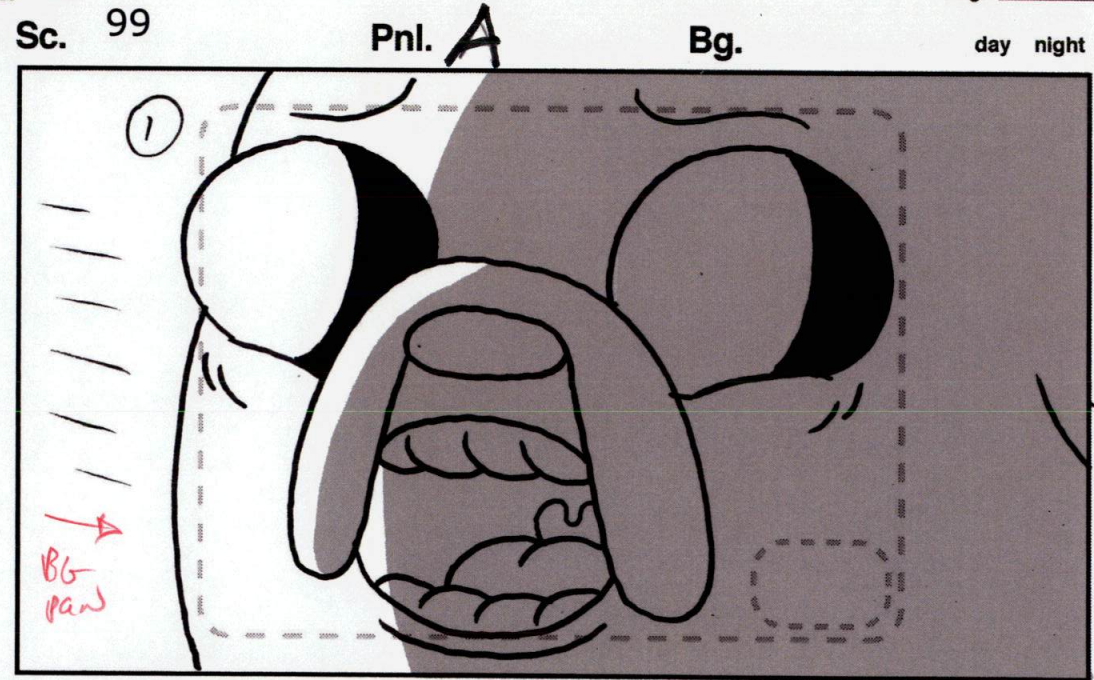
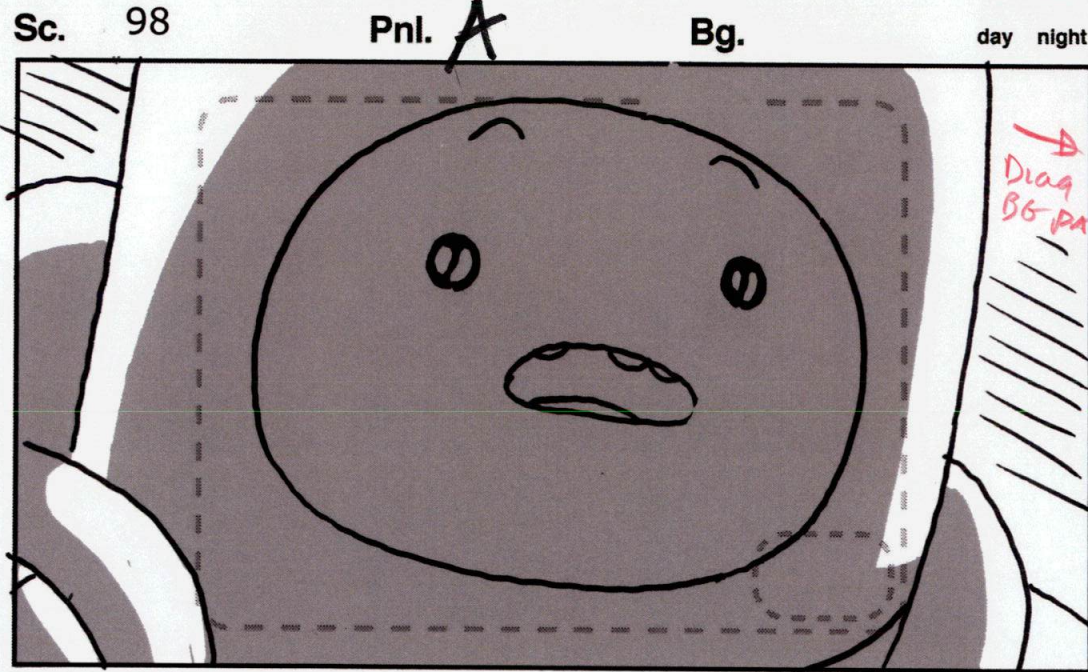
1034/217

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ADVENTURE TIME



Page 147

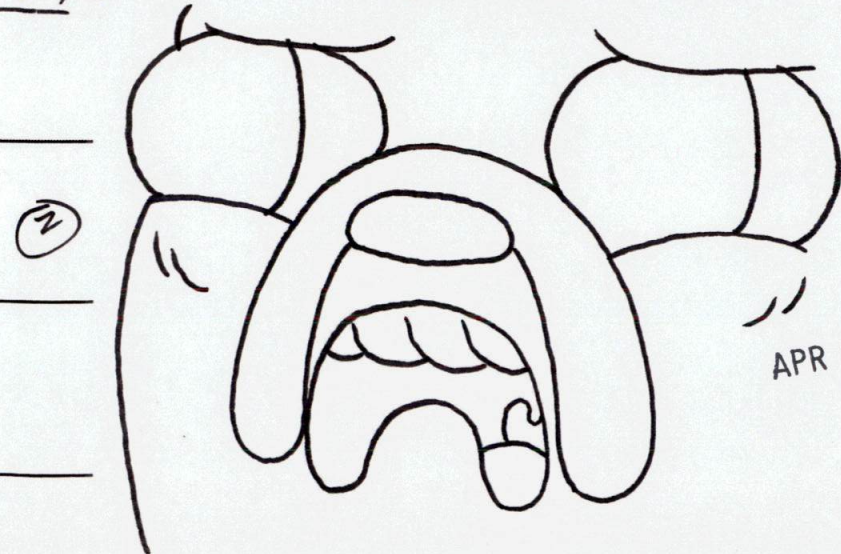


Dialog: F / I mean she's not catching up on purpose!

Action:

Timing:

J / ① That's crazy! Why do you think that?!



APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

ADVENTURE TIME



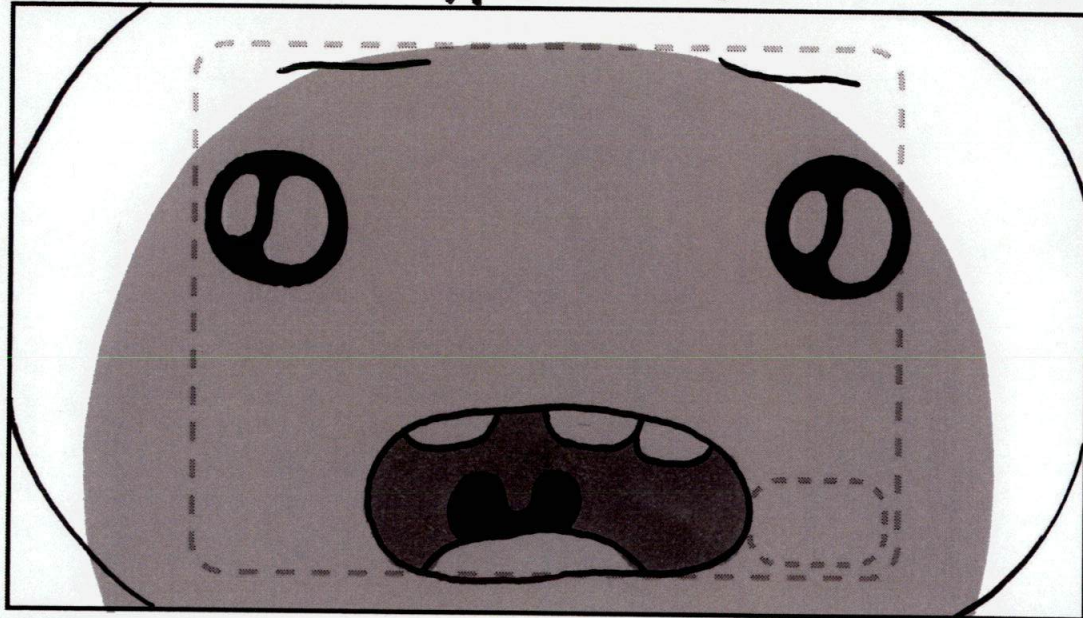
Page 148

Sc. 100

Pnl. A

Bg.

day night

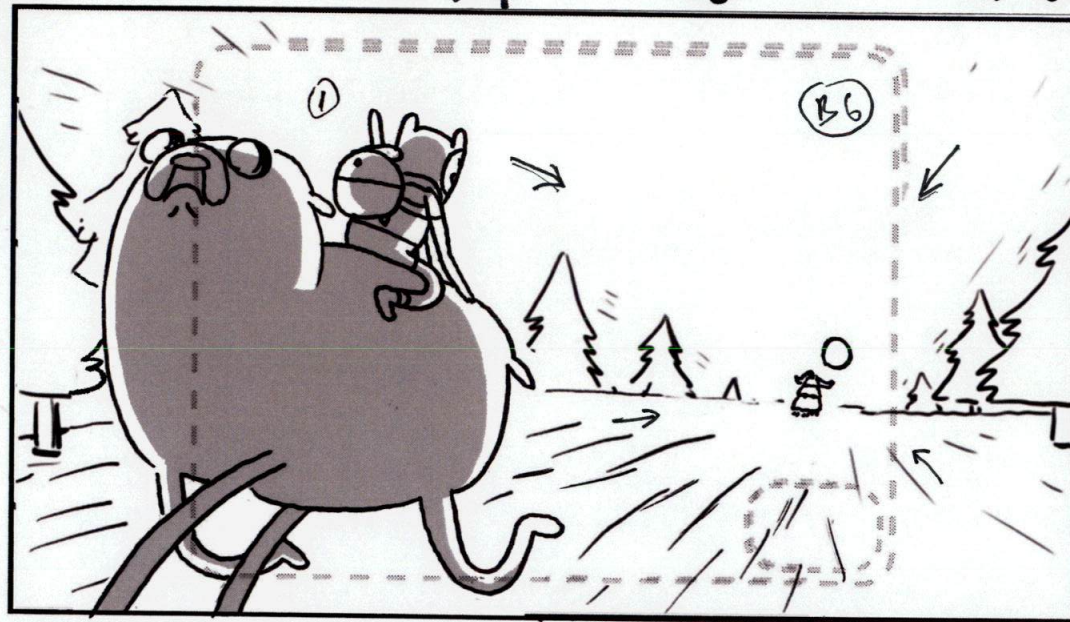


Sc. 101

Pnl. A

Bg.

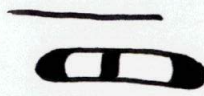
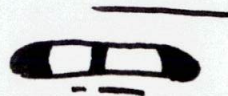
day night



Dialog:

F/①She's giving me this②look

Action:



Timing:

②

(sprint eyes)

Finn/①slow down so ②I can talk to her.

Multi-plane
Set-up



APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

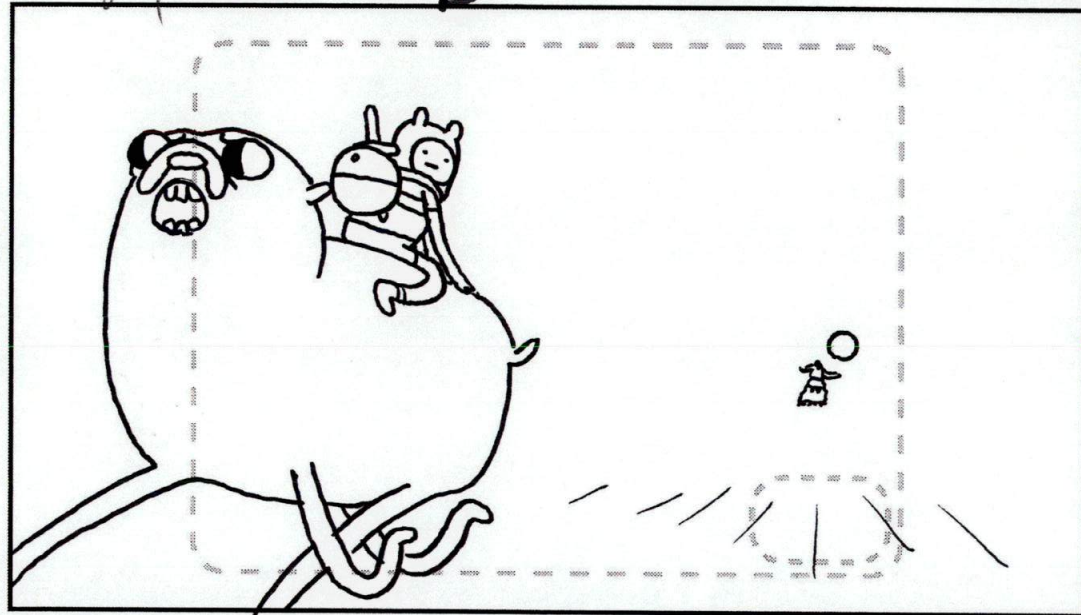
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ADVENTURE TIME

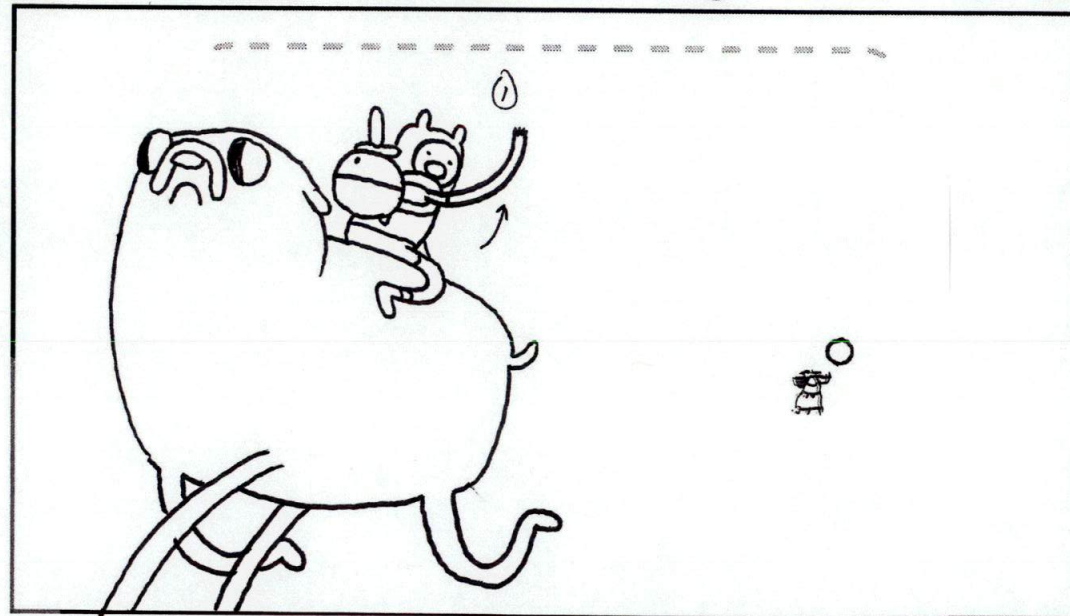


Page 149

Sc. 101 *CONT* Pnl. *B* Bg. day night



Sc. 101 *CONT* Pnl. *C* Bg. day night

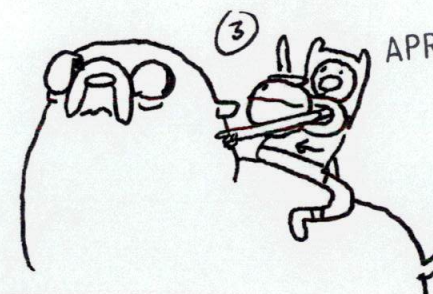


Dialog: J/ NO BOI, YOU CRAZY!

Finn/ ① Just ② do it! ③ I won't let her bite you!

Action:

Timing:



APR 28 2015

Production:

EPISODE # 1034-217

1034/217

1034/217

ADVENTURE TIME

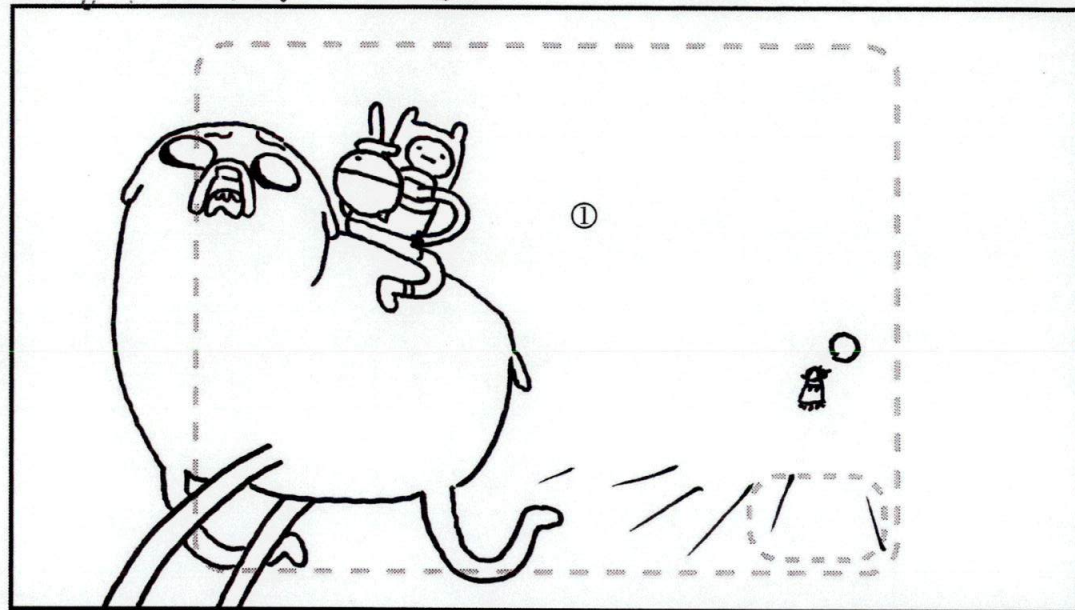


Page 150

Sc. 101 *CONT* Pnl. *D*

Bg.

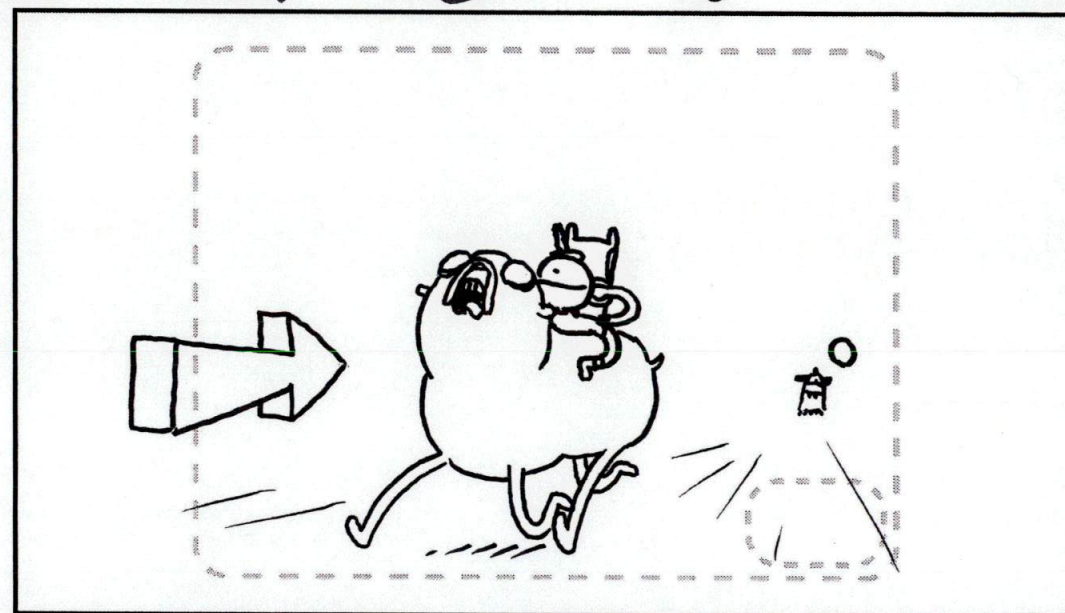
day night



Sc. 101 *CONT* Pnl. *E*

Bg.

day night

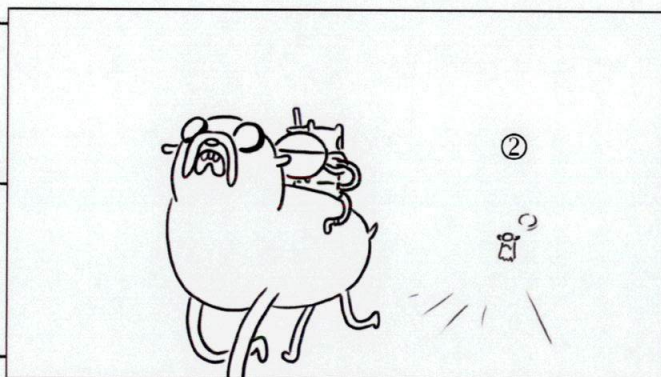


Dialog:

Jake! OK my life is in your hands, man!

Action:

Timing:



- Jake slows down and sinks further into the moving BG

APR 28 2015

EPISODE # 1034-217

Production:

1034-217

ADVENTURE TIME



Page 151

Sc. 102

Pnl. A

Bg.

day night



Sc. 102

CONT Pnl. B

Bg.

day night



Dialog:

Finn/Hey.

Action:

- reflection swooping down
the moon's hair
in a cycle

Timing:

APR 28 2015

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EPISODE #

Production:

1034/217

1034/217

ADVENTURE TIME

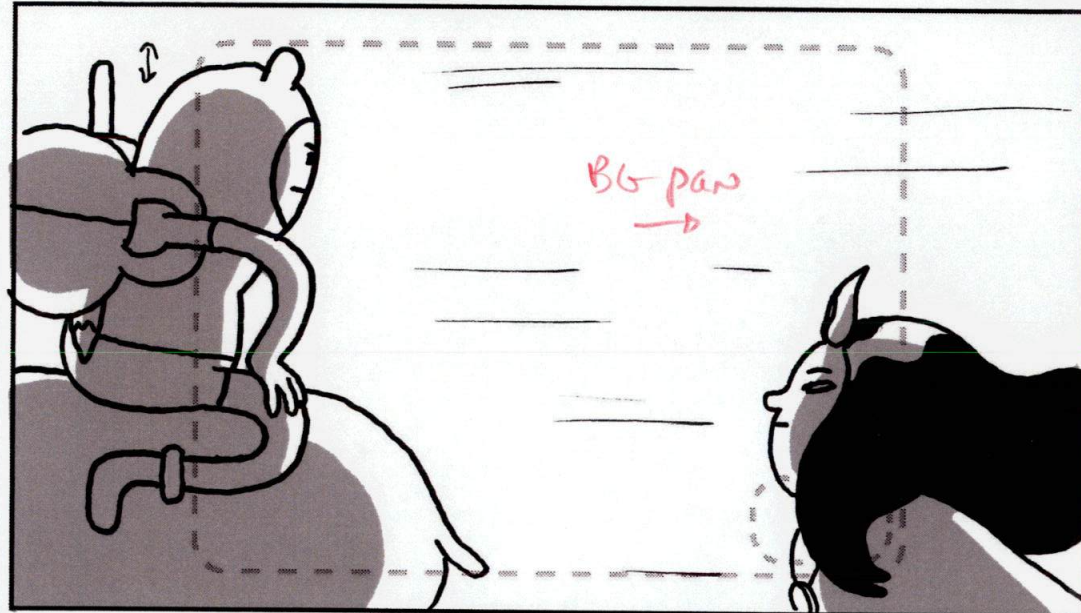


Page 152

Sc. 102 *cont* Pnl. *C*

Bg.

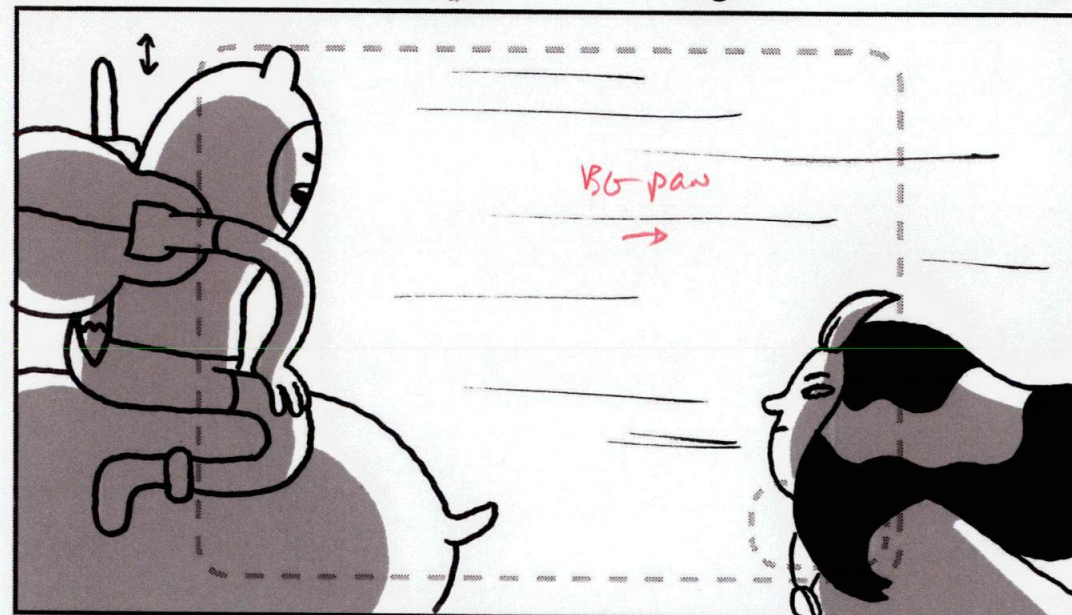
day night



Sc. 102 *cont* Pnl. *D*

Bg.

day night



Dialog:

(silence)

Finn! we're leading you to a trap.

Action:

Timing:

APR 28 2015

Production:

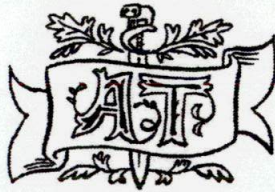
EPISODE #

1034-217

1034/217

1034/217

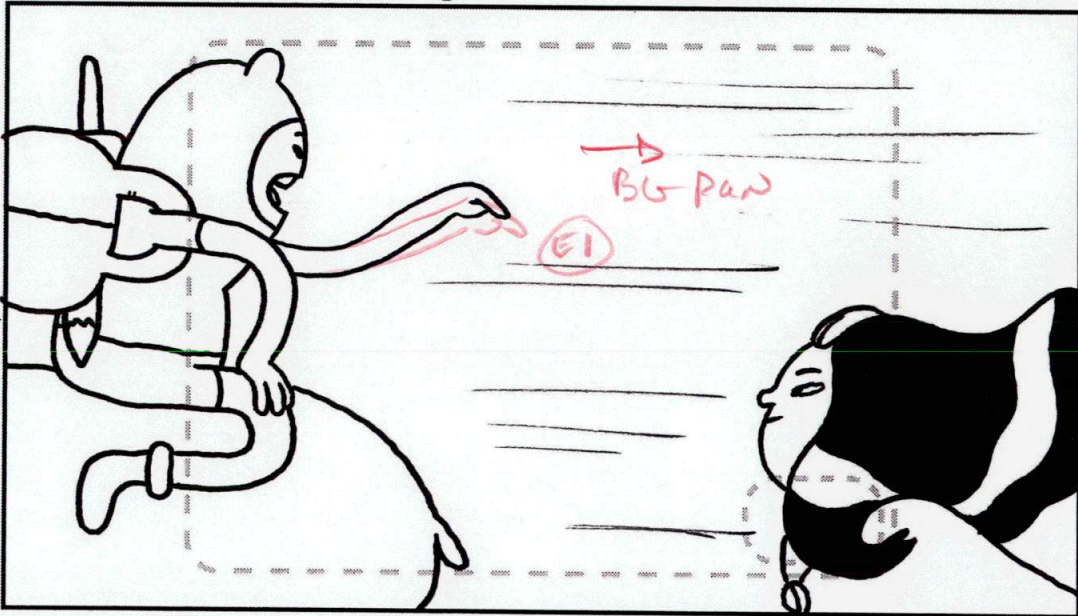
ADVENTURE TIME



Sc. 102 CONT Pnl. E

Bg.

day night



Sc. 103

Pnl. A

Bg.

day night



Dialog: F/ we're gonna suck out your healing power and dust you.

M/ (silent)

Action:

Timing:

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Production:

1034/217

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ADVENTURE TIME



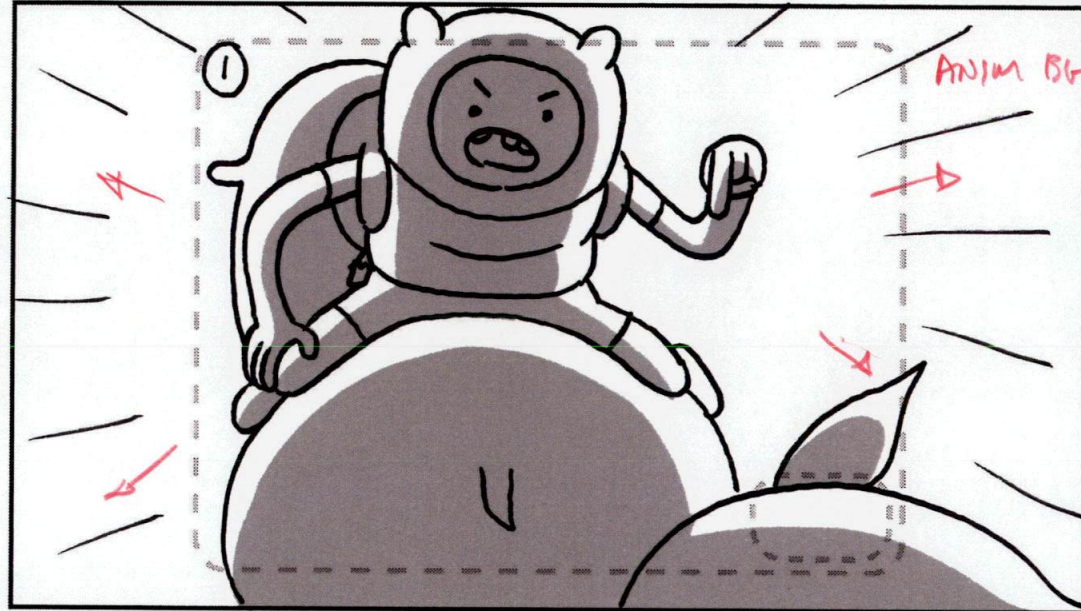
Page 154

Sc. 104

Pnl. A

Bg.

day night

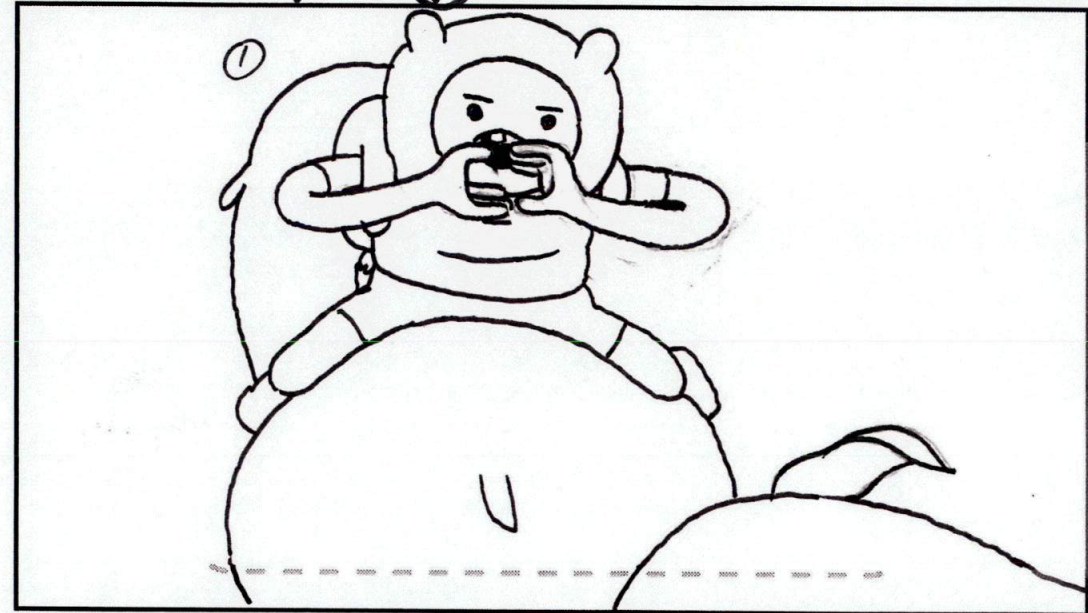


Sc. 104

CONT Pnl. B

Bg.

day night

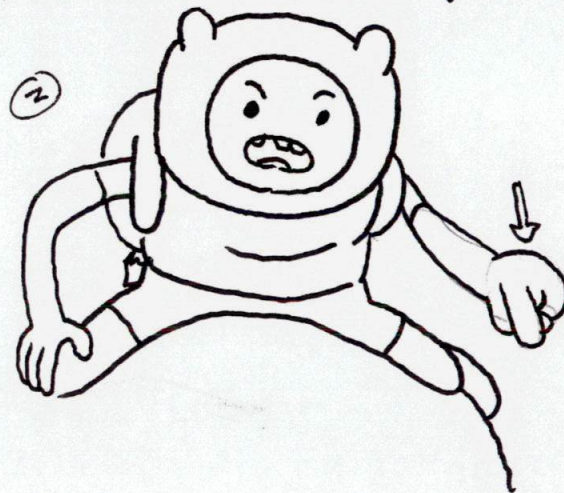


Dialog: Finn/① Then I'm gonna put your ② dust

Finn/① in a litter box.

Action:

Timing:



APR 28 2015

Production:

EPISODE # 1034-217

1034/217

1034/217

1034/217

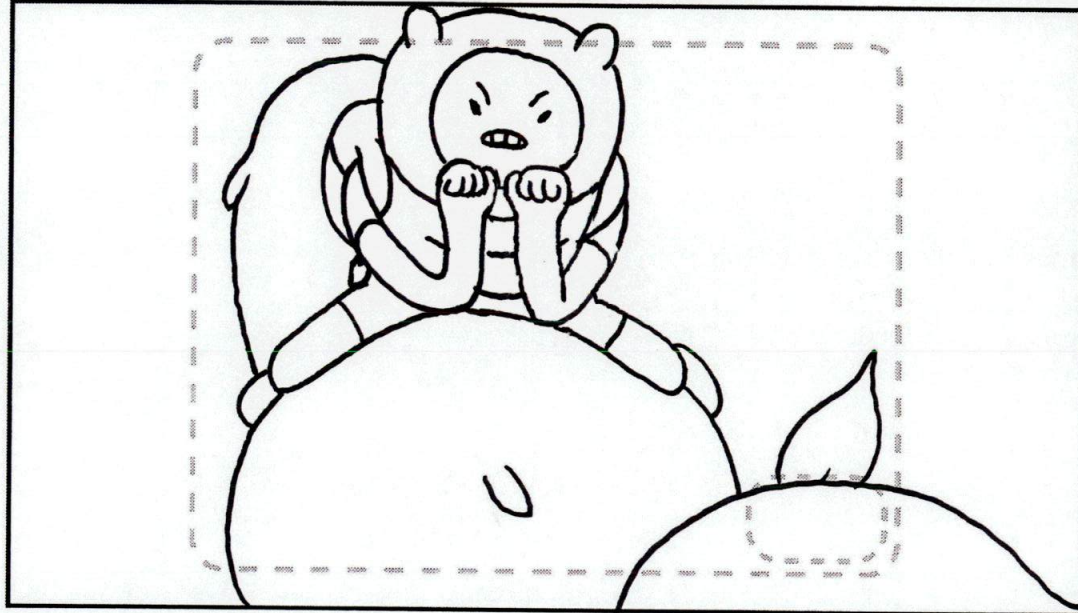
ADVENTURE TIME



Sc. 104 *cont* Pnl. *C*

Bg.

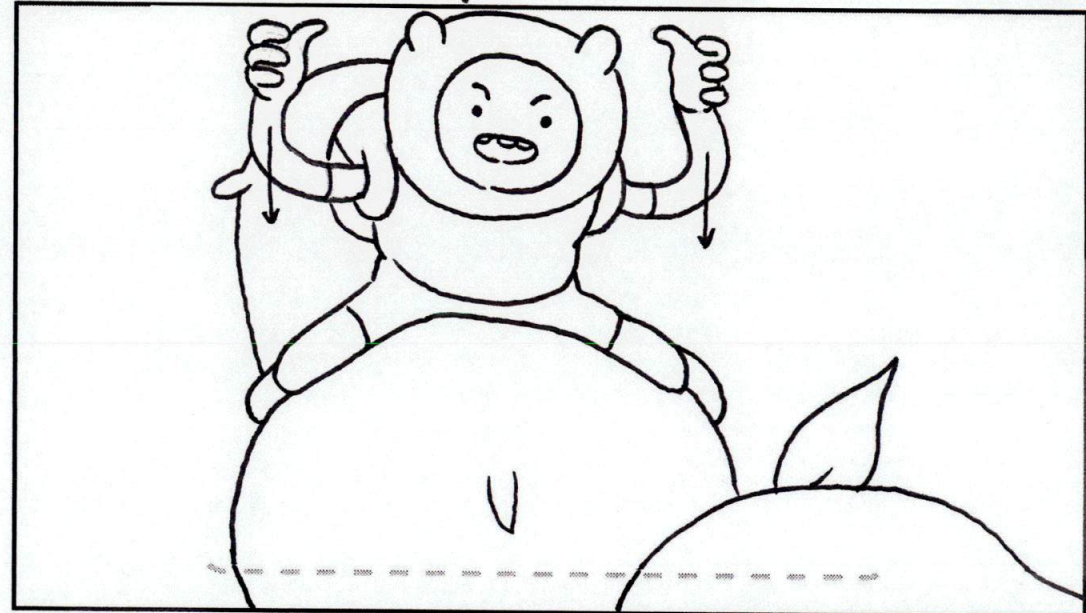
day night



Sc. 104 *cont* Pnl. *D*

Bg.

day night



Dialog: *Finn! and get a tiger --*

F/ to drop a huge smelly tiger bomb --

Action:

-FINN's hands slowly descend

APR 28 2015

Timing:

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Production:

1034/217

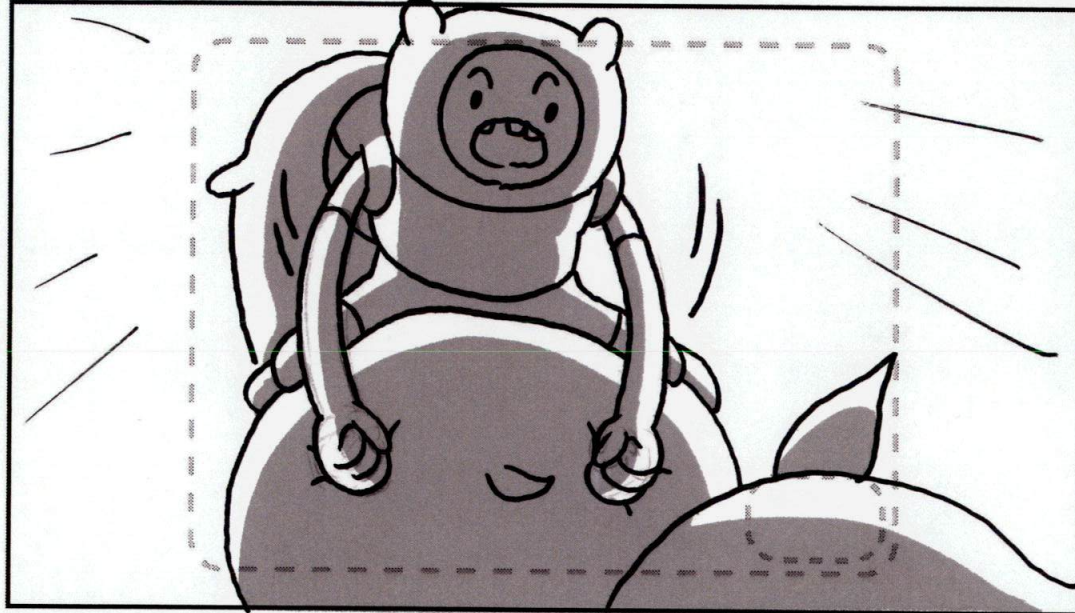
1034/217

ADVENTURE TIME

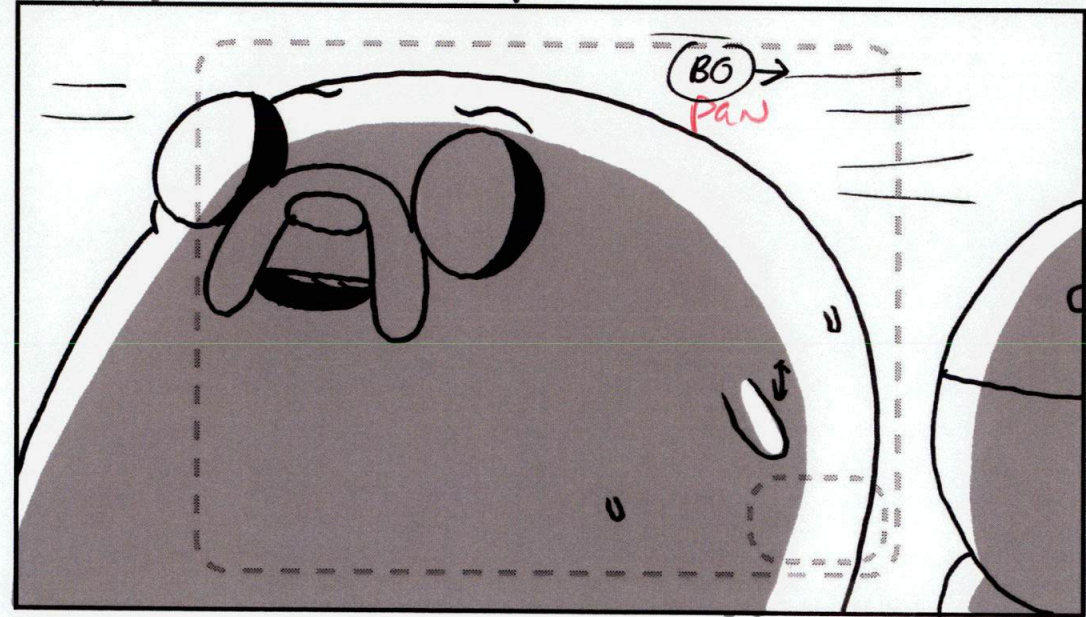


Page 156

Sc. 104 *CONT* Pnl. *E* Bg. day night



Sc. 105 Pnl. *A* Bg. day night



Dialog: *F/ on your sorry dust clumps!!*

J/ stop hitting my butt.

Action: *- F. BRINGS DOWN FISTS.*

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Timing:

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Production:

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1034/217

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ADVENTURE TIME



Page 157

Sc. 106

Pnl. A

Bg.

day night

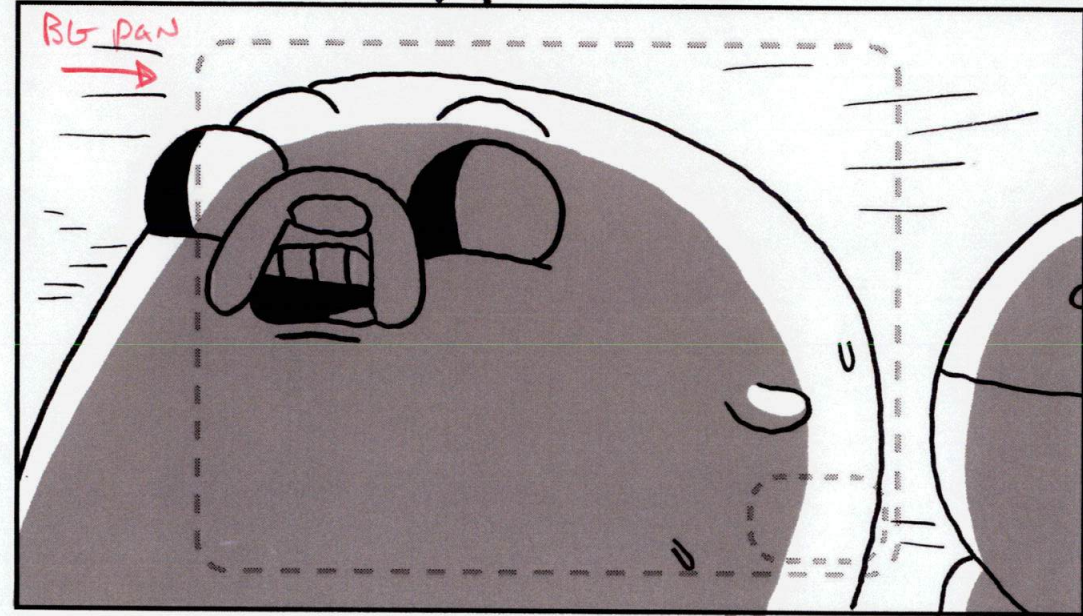


Sc. 107

Pnl. A

Bg.

day night



Dialog:

Moon / You run in the path of my light

Jake /

wait

★ (Moon has a messed up cookie monster, death metal, ANIME demon voice)

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

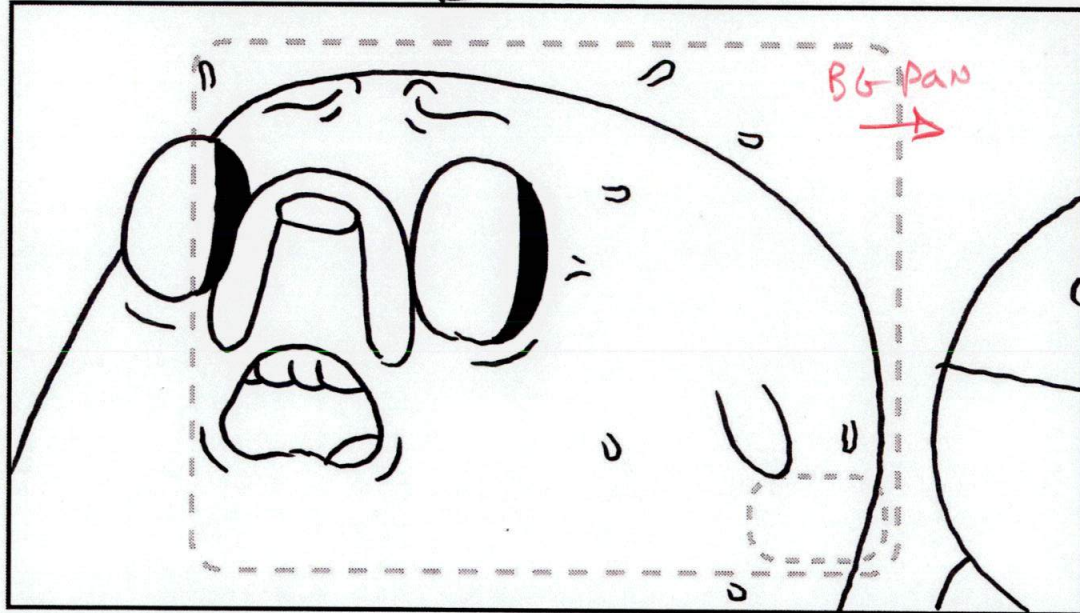
1034/217

ADVENTURE TIME

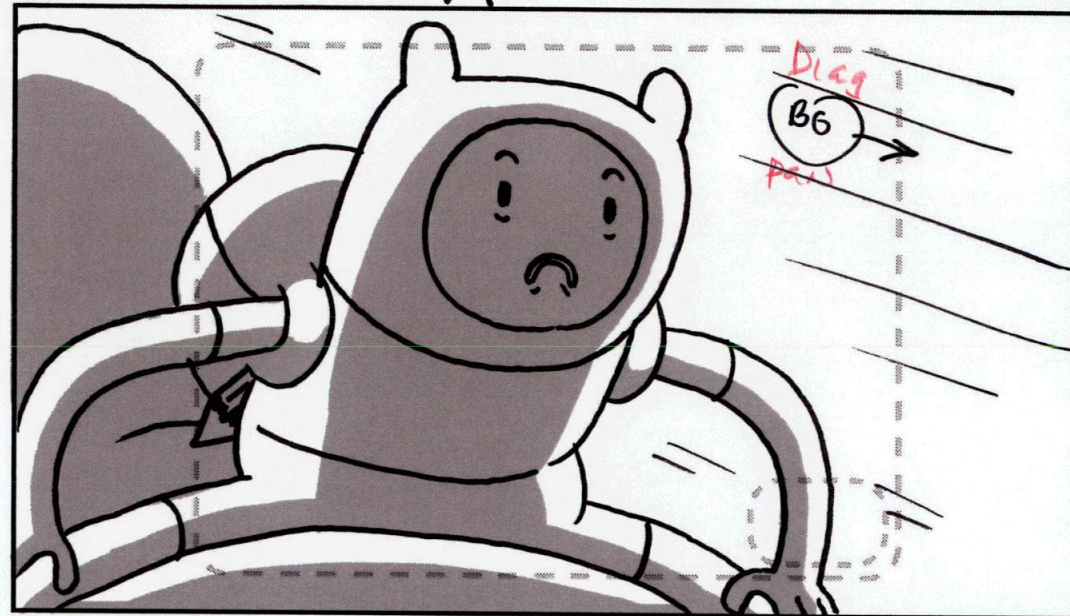


Page 158

Sc. 107 *CONT* Pnl. *B* Bg. day night



Sc. 108 Pnl. *A* Bg. day night



Dialog: *J/ That's her voice?!*

Moon (os)/ How can you lead me, when I am your guide?

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

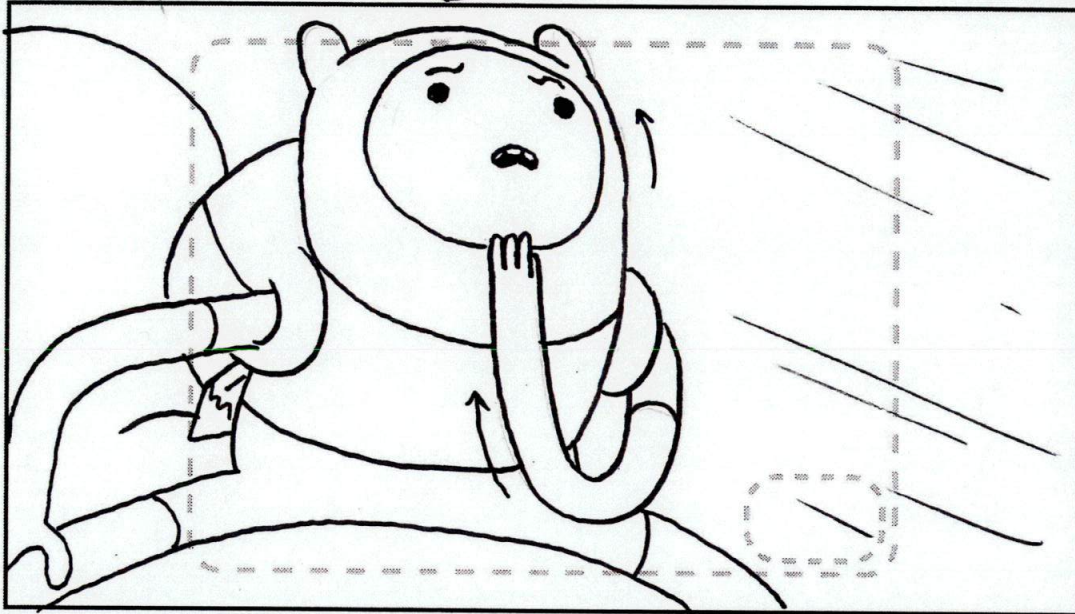
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ADVENTURE TIME

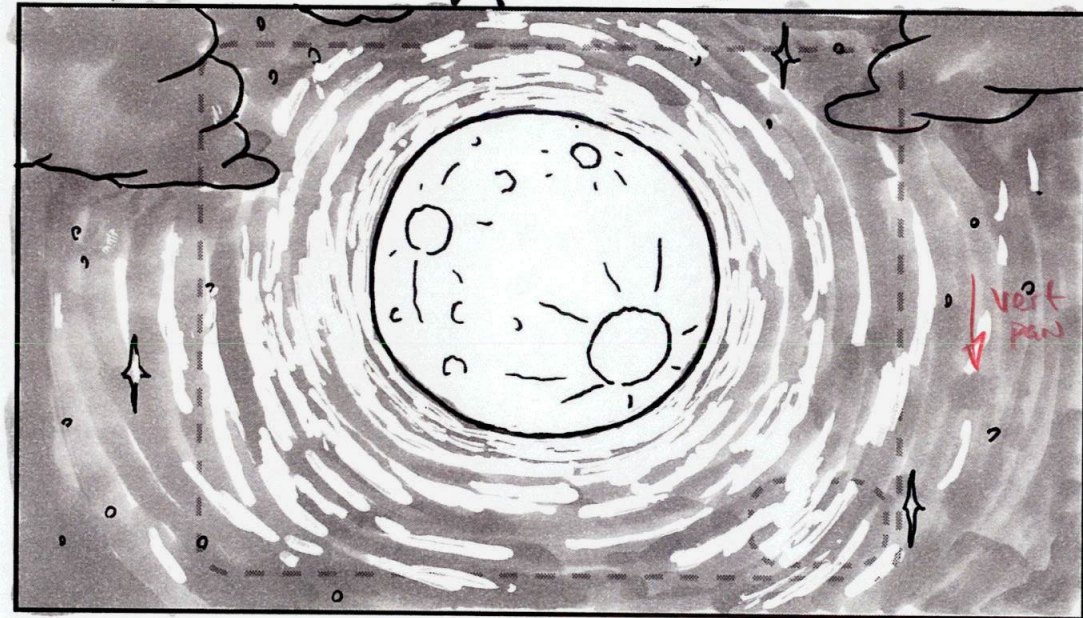


Page 159
159A NEXT
day night

Sc. 108 *CONT* Pnl. *B* Bg. day night



Sc. 109 Pnl. *A* Bg.



Dialog:

Action:

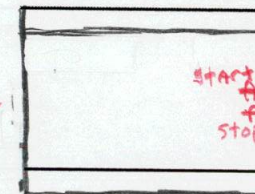
(Finn looks up at the moon)

Timing:

MULTI-PLANE SET UP

*PAN clouds
slightly FASTER!*

*PAN BG
very slow*



*vert
pan*

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

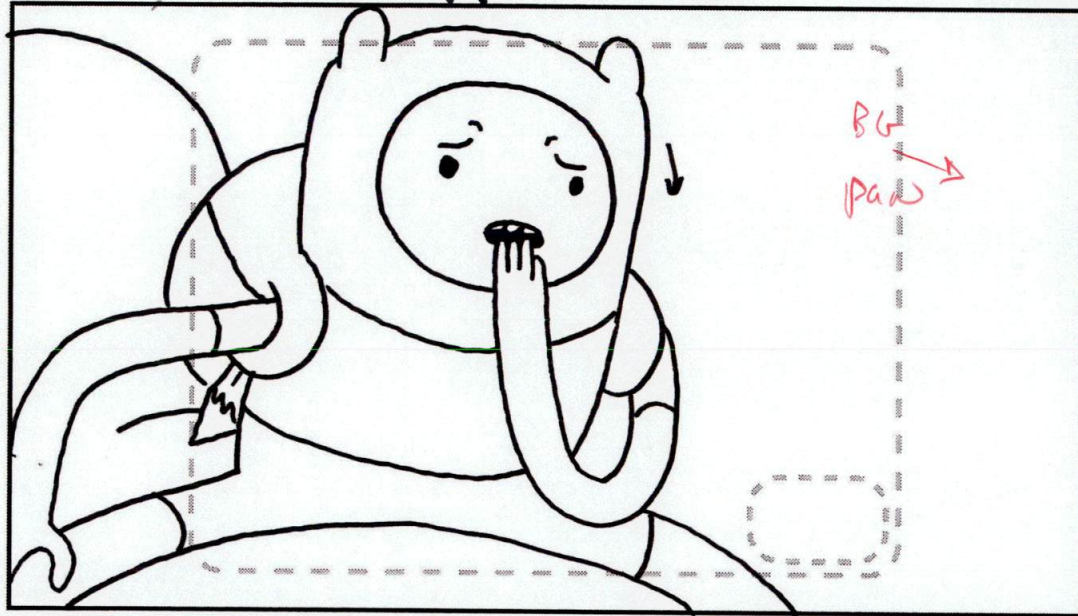
1034/217

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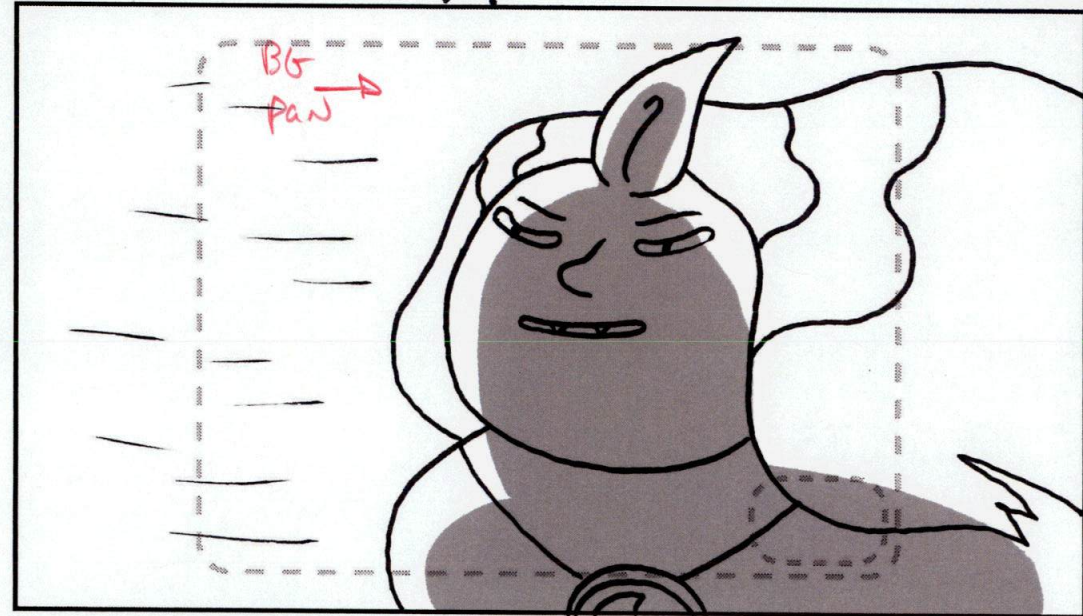
ADVENTURE TIME



Sc. 109A Pnl. **A** Bg. day night



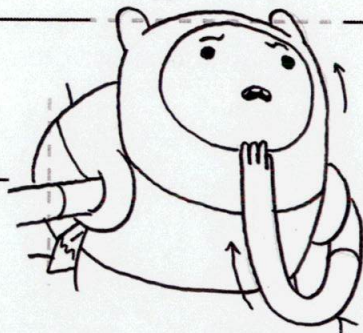
Sc. 109B Pnl. **A** Bg. day night



Dialog: F/ Are you being literal or allegorical?

MOON/ hehehe...

Action:



SP

Timing:

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Production:

Page 159A
159B NEXT

1034/217

ADVENTURE TIME



Sc. 109B *CONT* Pnl. *B*

Bg.

day night

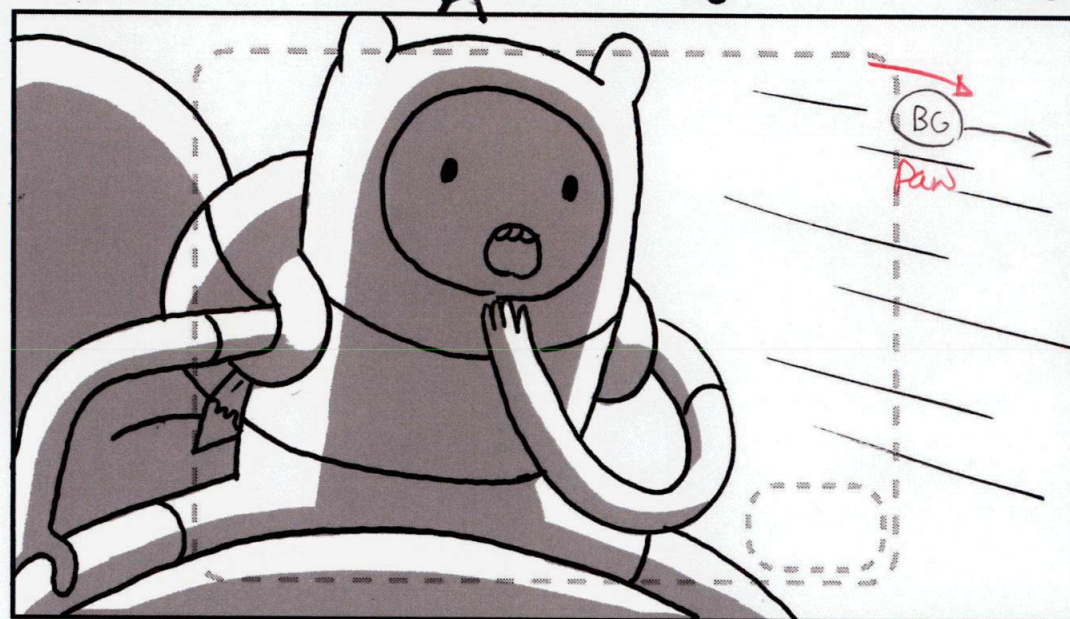


Sc. 109C

Pnl. *A*

Bg.

Page 159B
159C NEXT
day night



Dialog:

M: (laughs maniacally)

Action:

-moon's face becomes HIDEOUS.

Timing:

APR 28 2015

EPISODE # 1034-217

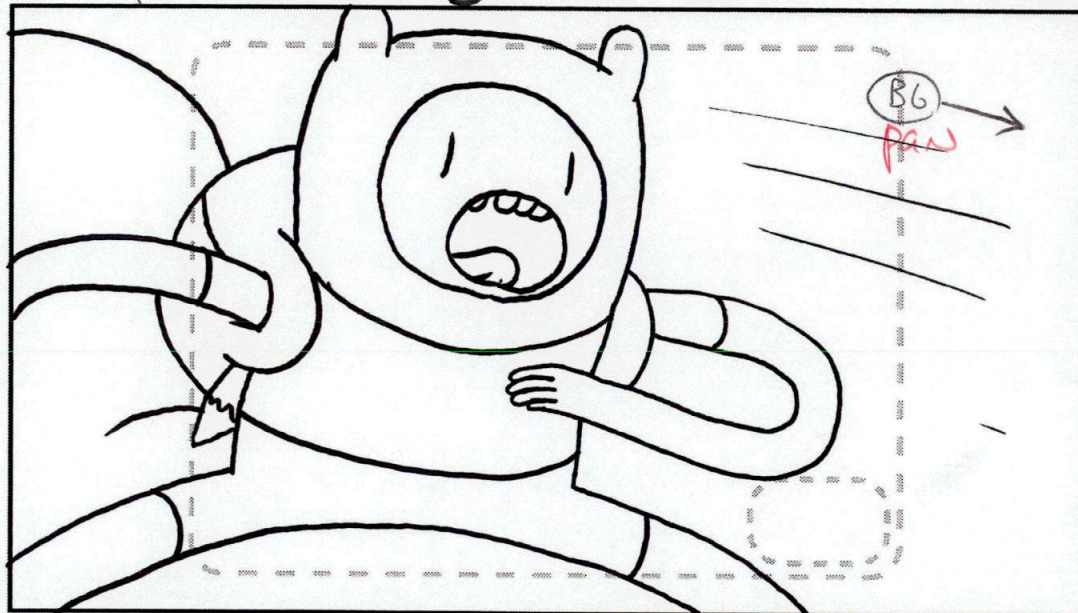
Production:

1034/217

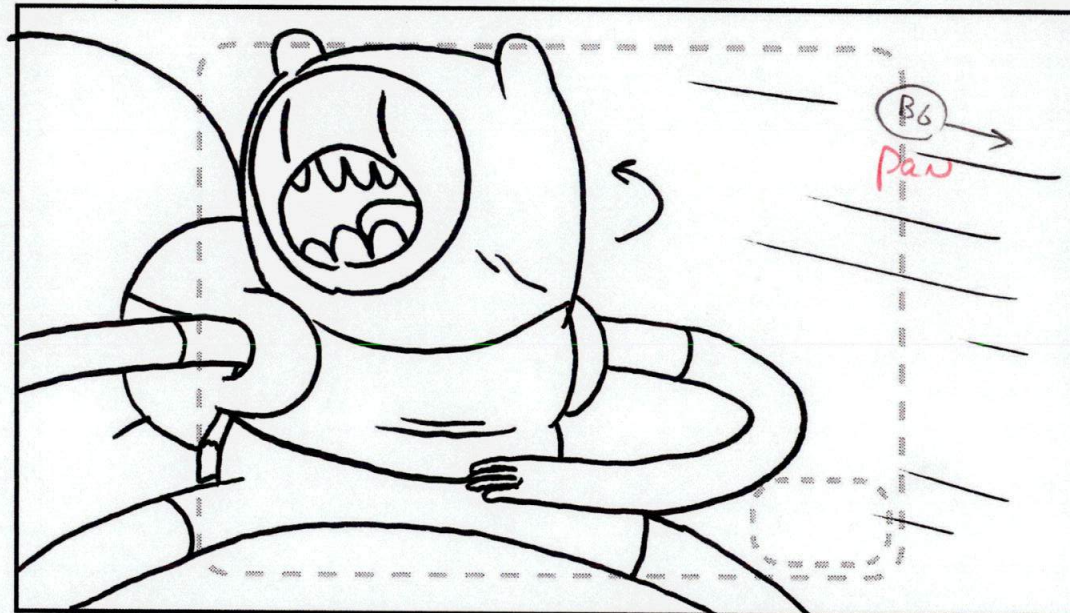
ADVENTURE TIME



Sc. 109C *CONT* Pnl. *B* Bg. day night



Sc. 109C *CONT* Pnl. *C* Bg. day night



Dialog: *Finn / - me NO like !*

Finn / RUN JAKE RUN !!!

Action:

Timing:

APR 28 2015

Page 159C
159D NEXT
day night

1034-217

EPISODE #

Production:

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1034/217

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ADVENTURE TIME



Page 159D

160 NEXT
day night

Sc. 109D

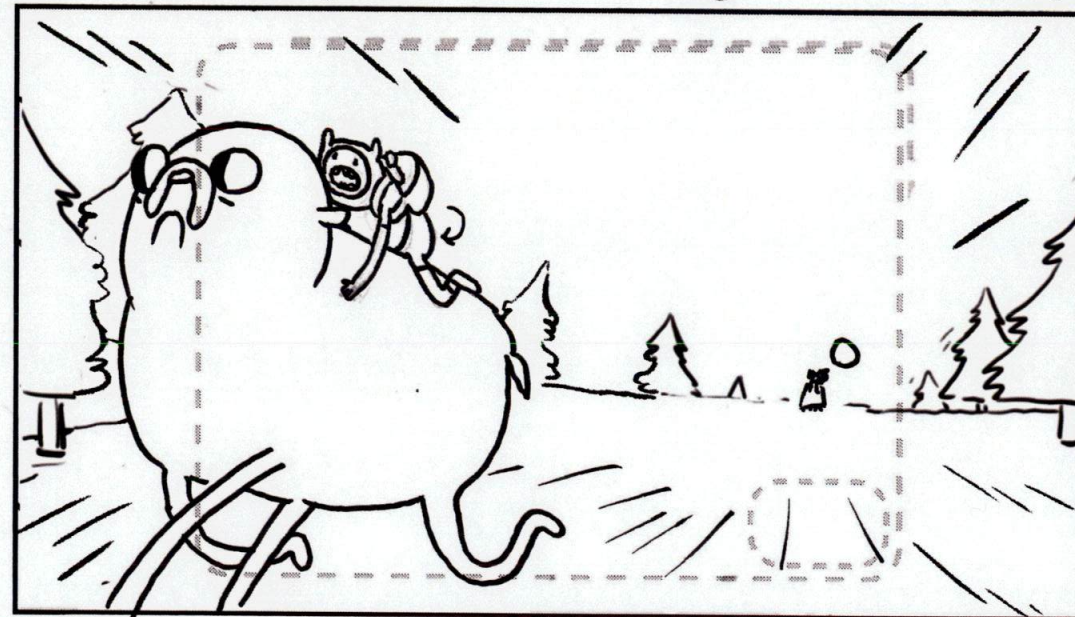
Pnl. A

Bg.

day night

Sc. 109D *cont* Pnl. B

Bg.

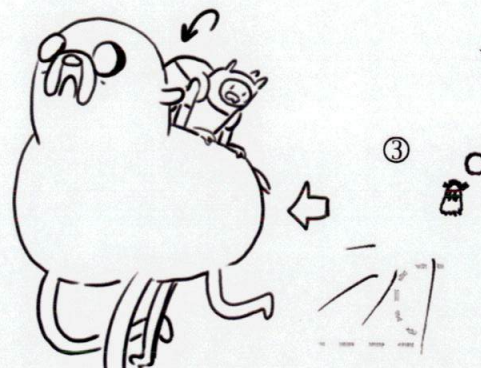
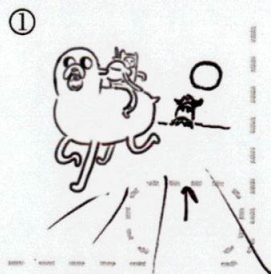


Dialog: Jake/ BUT SHE SAID I'M RUNNING
IN HER LIGHT!!

Finn/ WHO GIVES A DUKE,
JUST GO!

Action:

Timing:



APR 28 2015

EPISODE # 1034-217

Production:

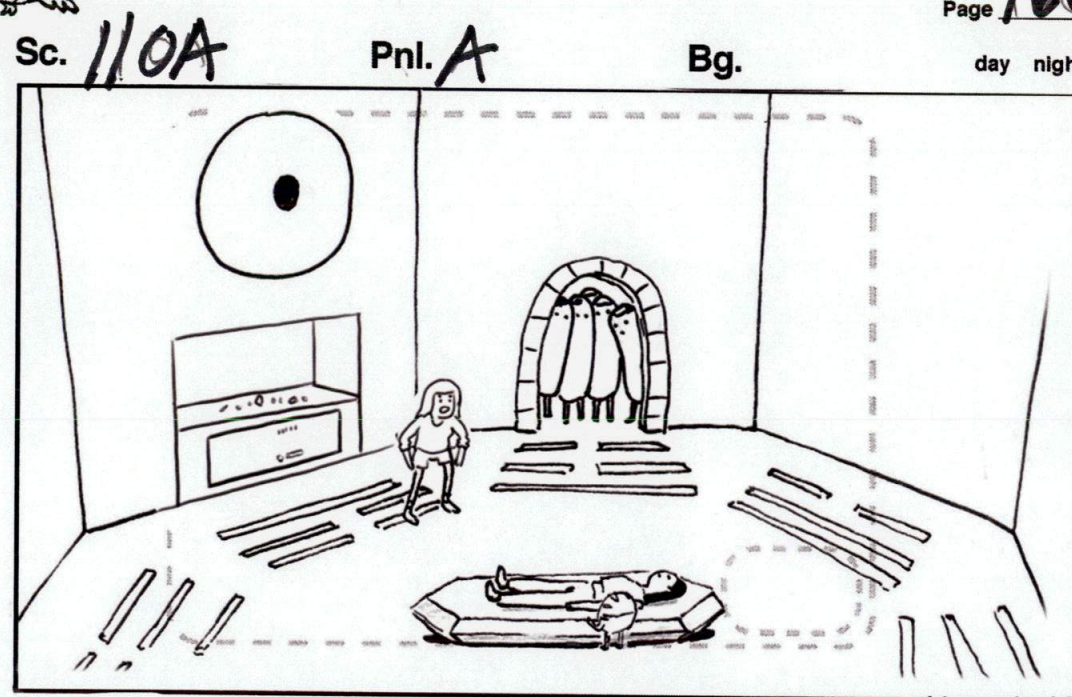
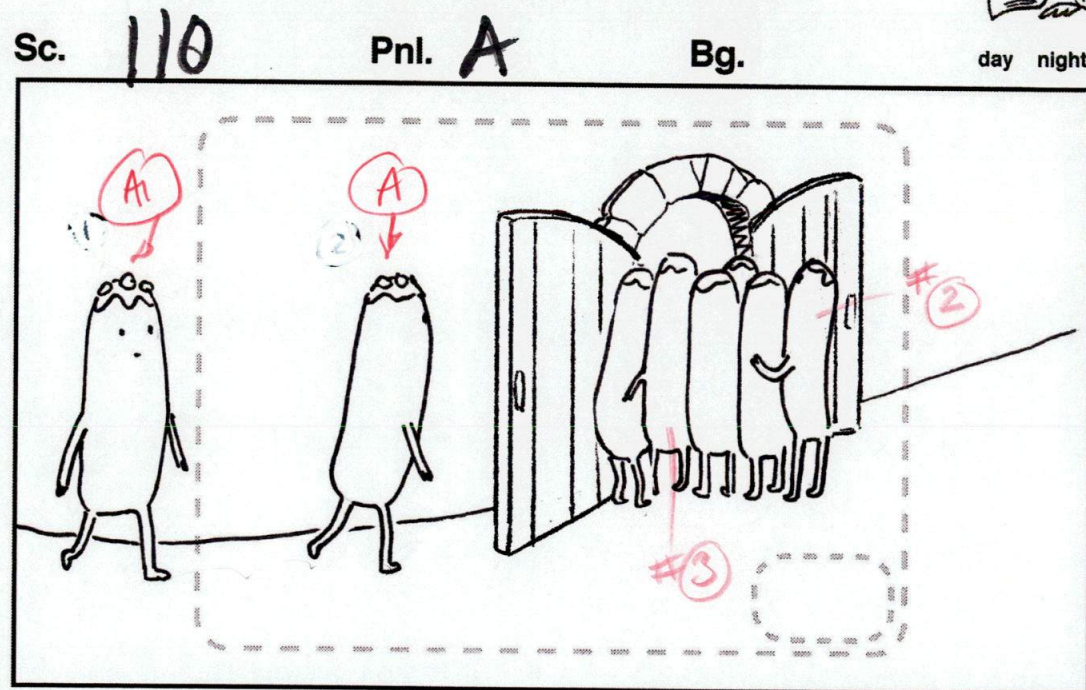
1034/217

1034/217

ADVENTURE TIME



Page 160



Dialog: (PB) (OS) All right, where's your measuring equipment? (PB) I need to see some charts!

Action: -B. GUARDS GATHERED AT LAB DOOR.

Timing:



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EPISODE #

1034/217

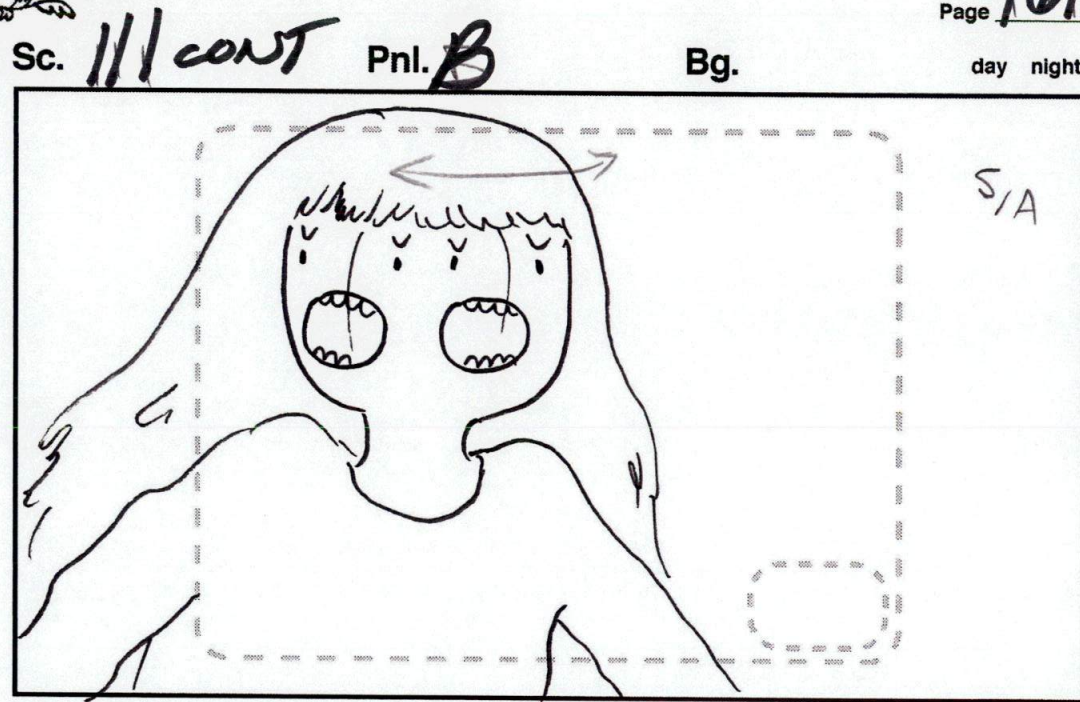
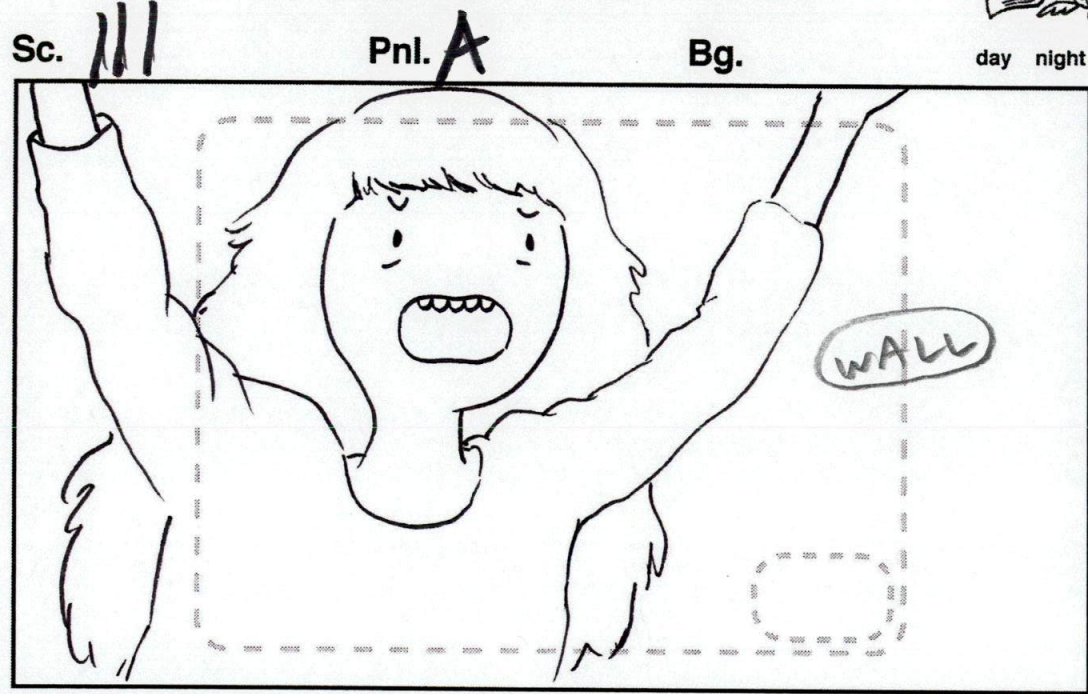
Production:

1034/217

1034/217

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ADVENTURE TIME



Dialog:

PB And tubes!

Action:

PB Where are your tubes!

-PB LOOKS AROUND WILDLY.

Timing:

APR 28 2015

EPISODE #
1034-217

Production:

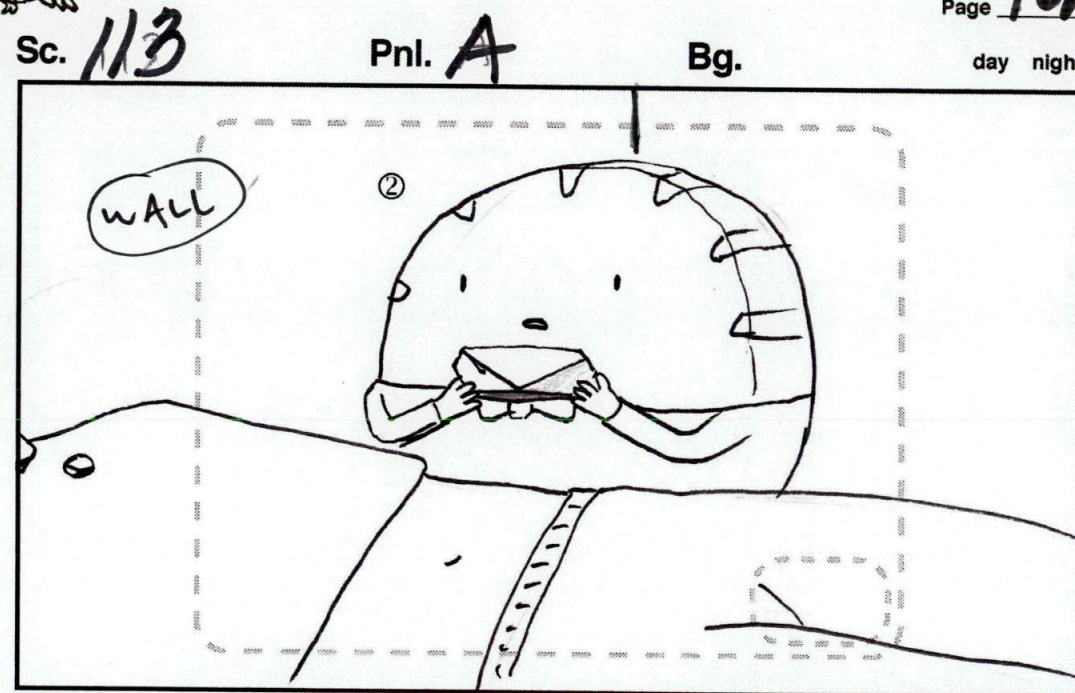
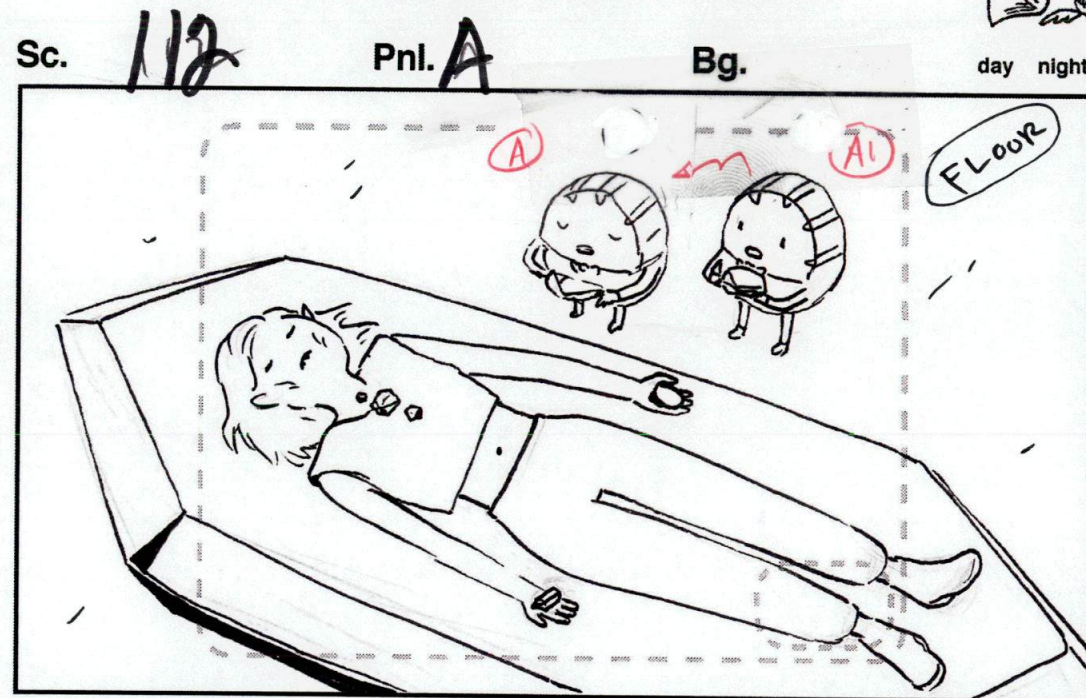
1034/217

1034/217

ADVENTURE TIME



Page 162



Dialog:

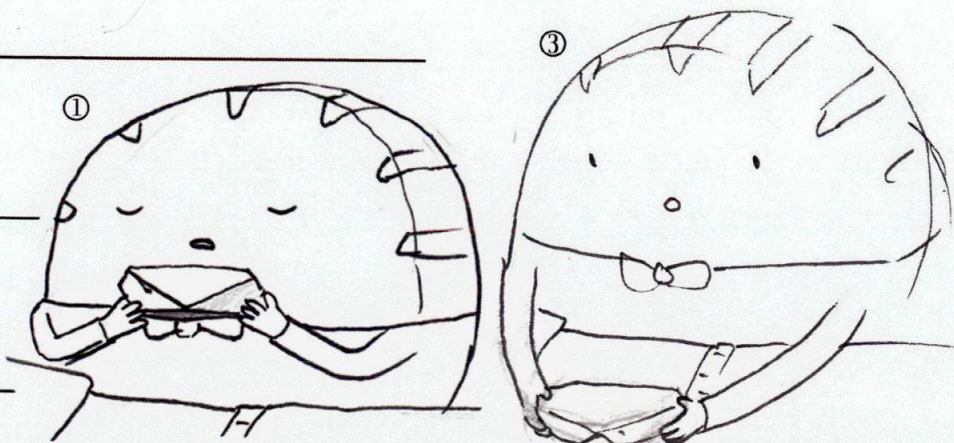
Pep This process uses no tubes and involves

Pep (cont'd) no quantifiable measurements

Action:

MARCELINE LIES ON SLAB.

Timing:



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Production:

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1034/217

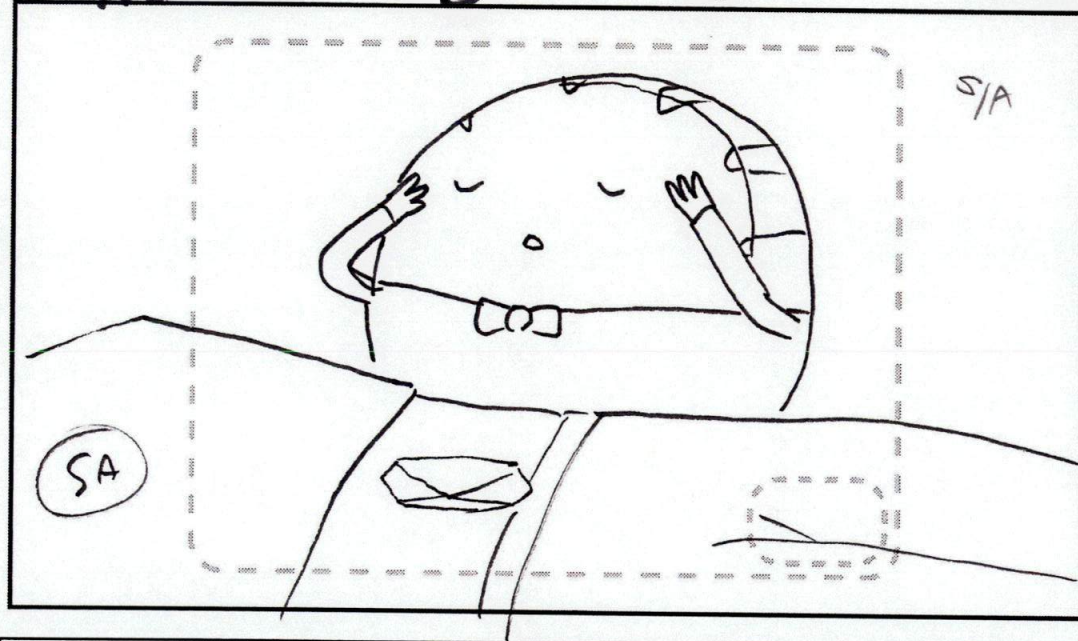
ADVENTURE TIME



Sc. **113 CONT** Pnl. **B**

Bg.

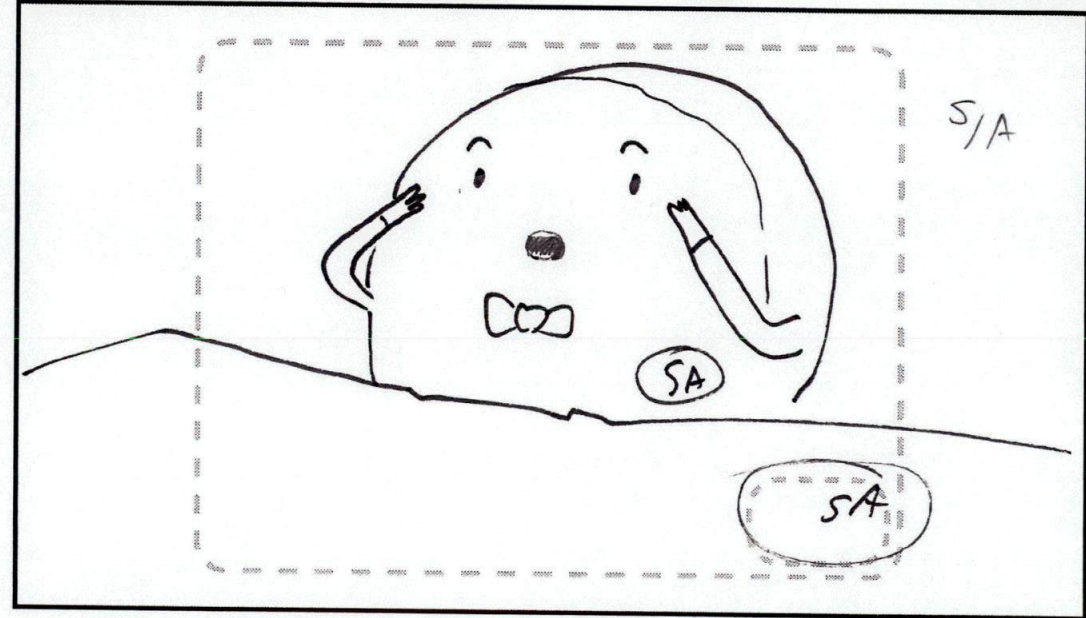
day night



Sc. **113 CONT** Pnl. **C**

Bg.

day night



Page **163**

Dialog:

Pep calm your mind and let the crystal medium work its ma—

Action:

-PEP BUT
CATCHES
HIMSELF

Timing:

-Pep
eye darts



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EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

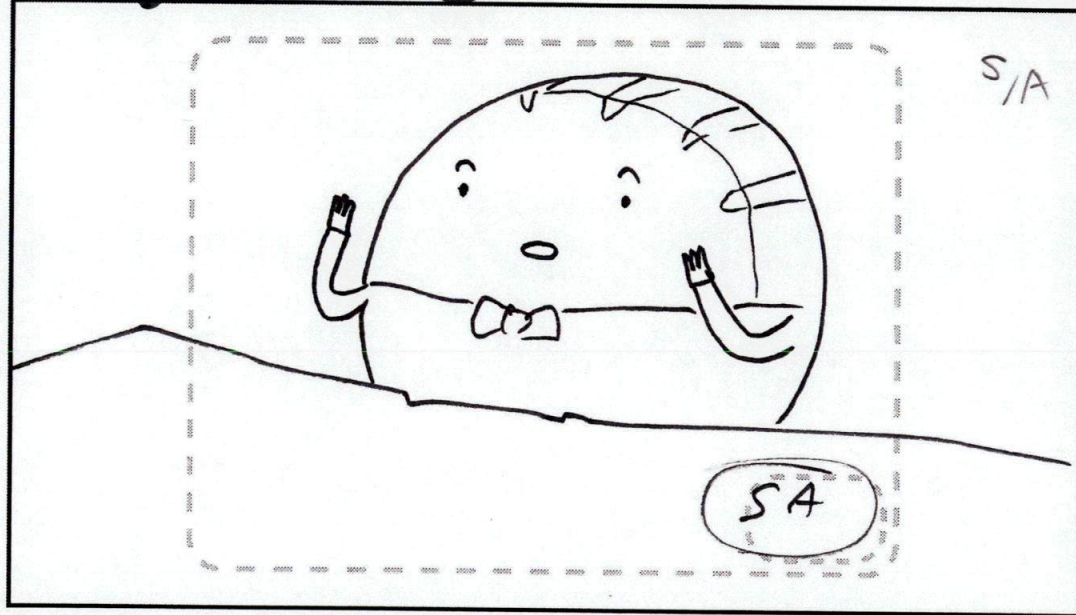
ADVENTURE TIME



Sc. **113 CONT** Pnl. **D**

Bg.

day night

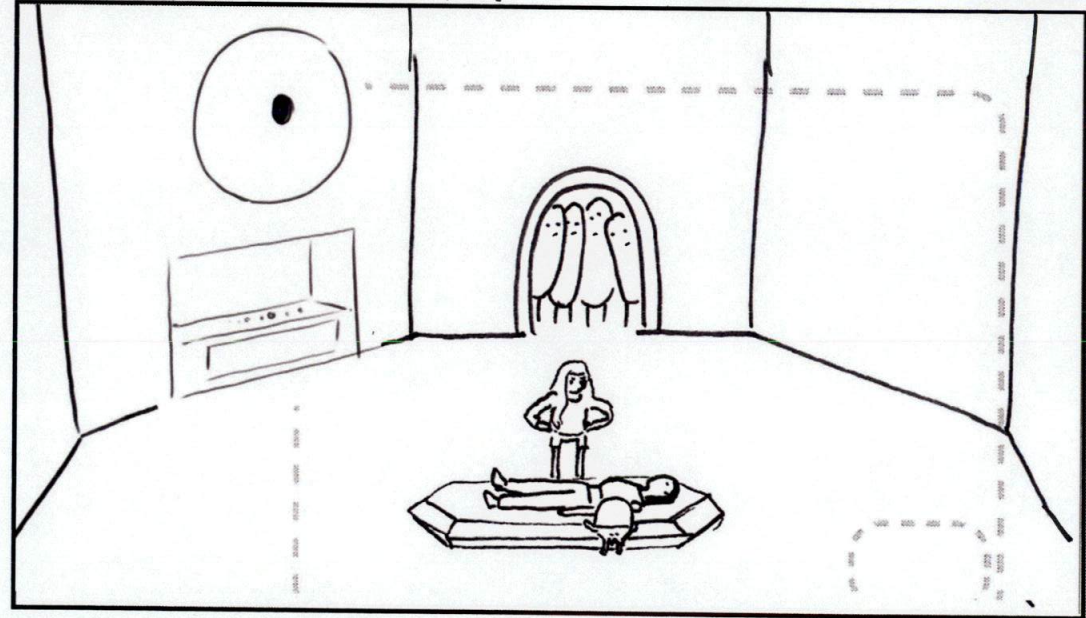


Sc. **114**

Pnl. **A**

Bg.

day night



Dialog:

Pep ... its science

PB **2** [Sigh]

Action:

Timing:

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Production:

1034/217

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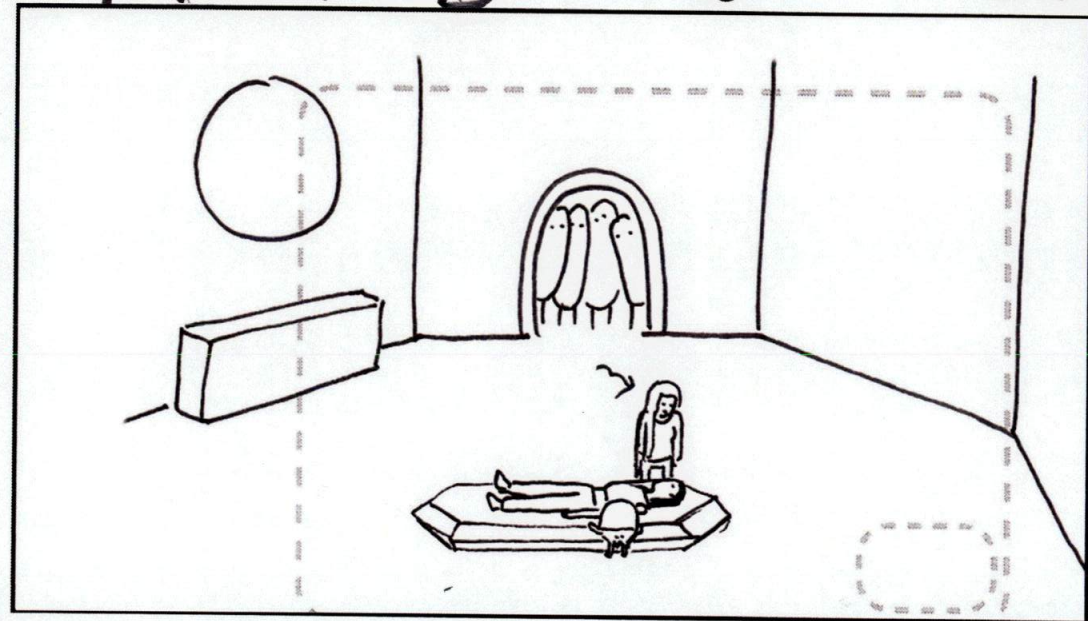
ADVENTURE TIME



Sc. 114 CONT Pnl. B

Bg.

day night



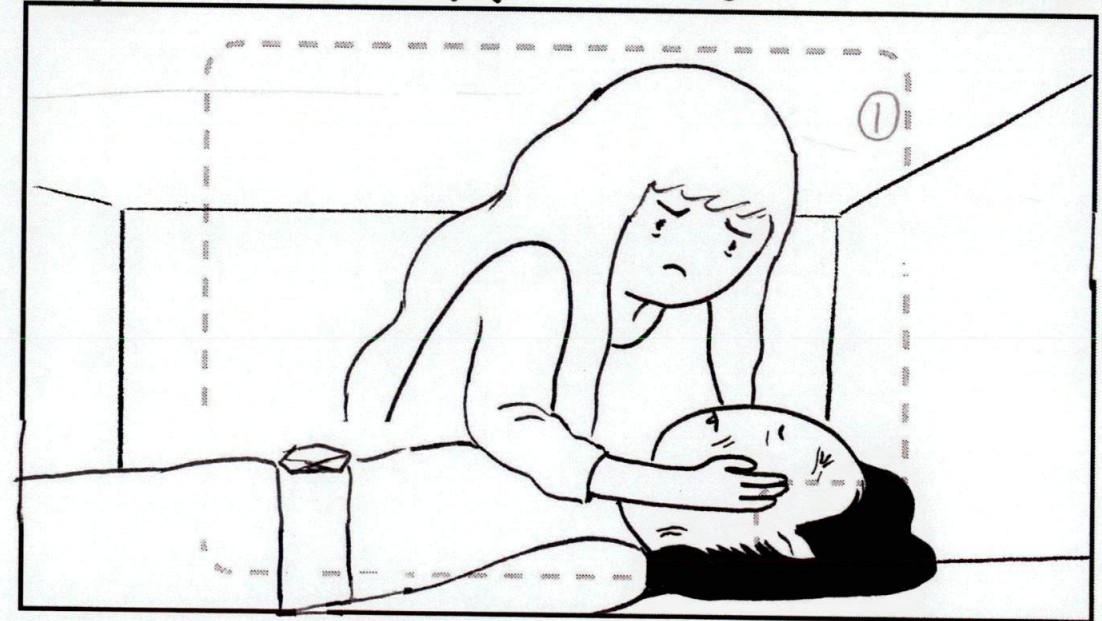
Sc. 115

Pnl. A

Bg.

Page 165

day night



Dialog:

Action:

Timing:



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Production:

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ADVENTURE TIME



Sc. 115 CONT Pnl. B

Bg.

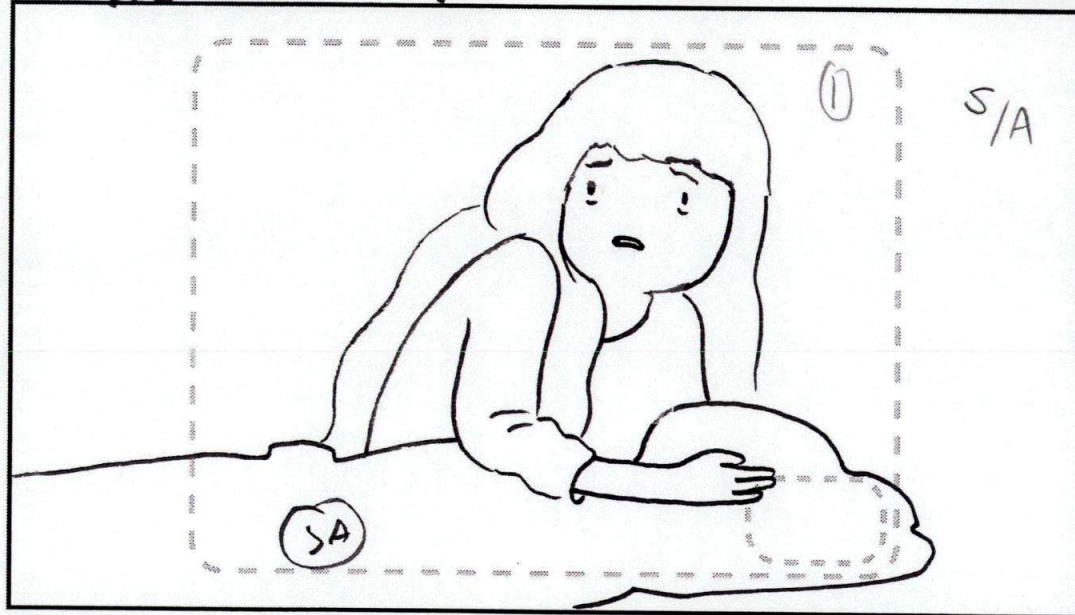
day night

Sc. 116

Pnl. A

Bg.

Page 166
day night



Dialog:

(PB) All right, pep.

(M) labored
(breathing)

Action:

Timing:

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Production:

1034/217

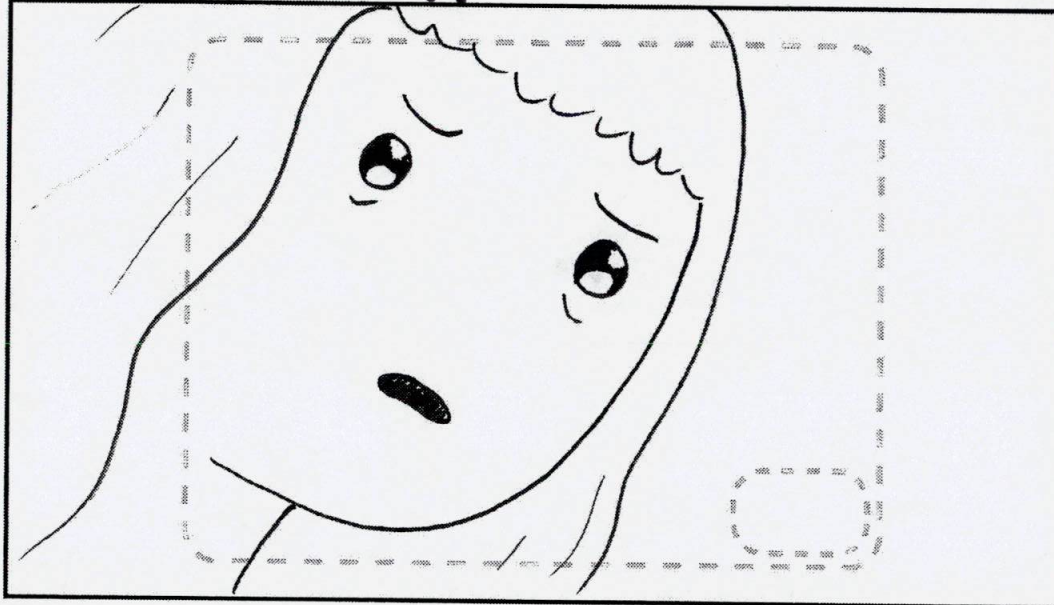
1034/217

ADVENTURE TIME

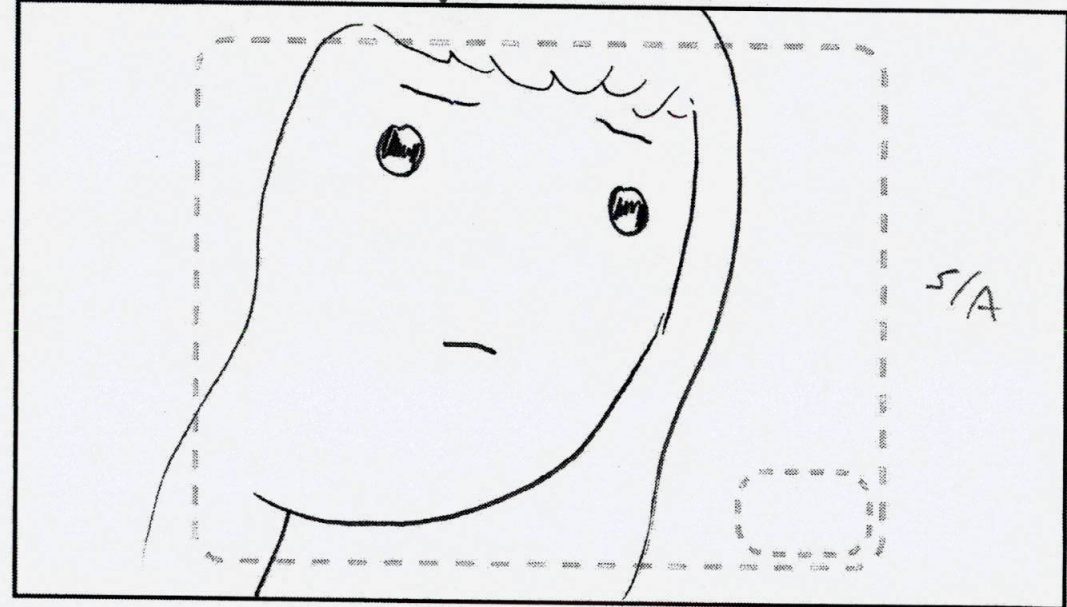


Page **167**

Sc. **117** Pnl. **A** Bg. day night



Sc. **117 CONT** Pnl. **B** Bg. day night



S/A

Dialog:

(PB) I just wish I could do more for her (BG) (os) = SOB! =

Action:

Timing:

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Production:

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ADVENTURE TIME

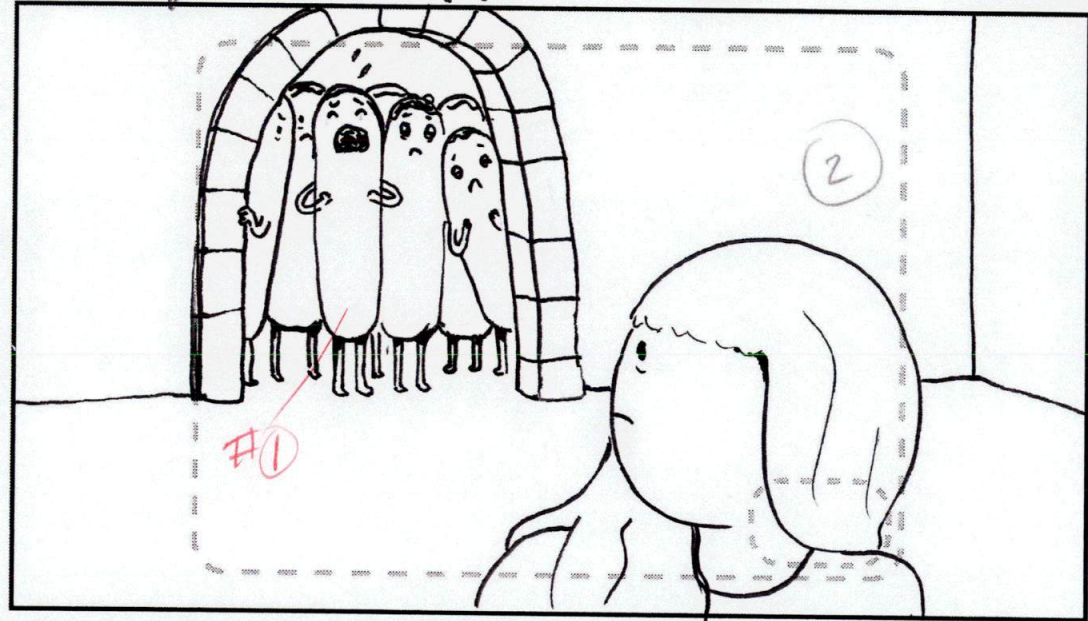


Sc. 118

Pnl. A

Bg.

day night

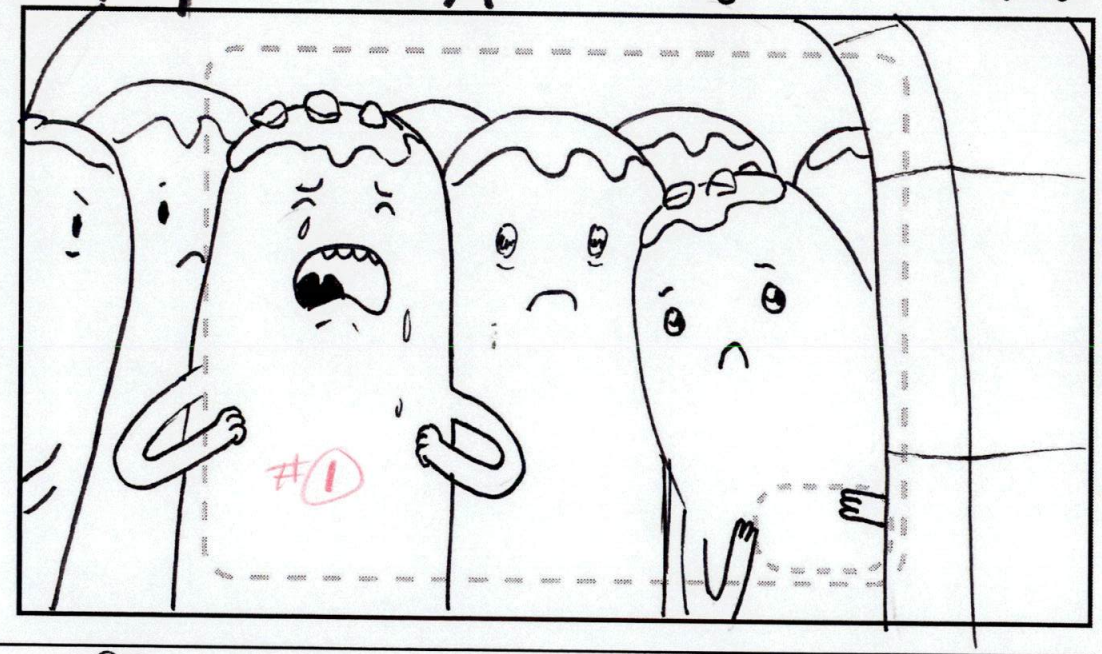


Sc. 119

Pnl. A

Bg.

Page 168
day night



Dialog:

BG (sobbing)

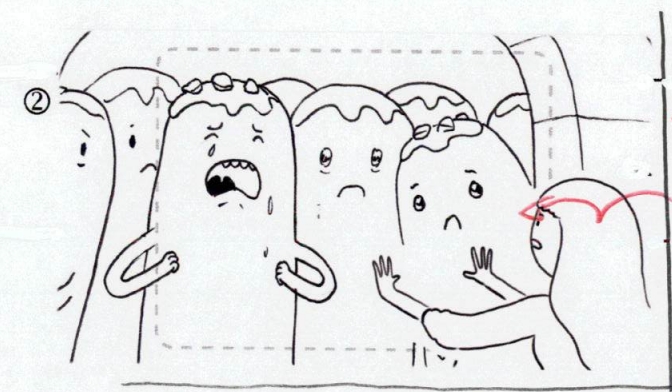
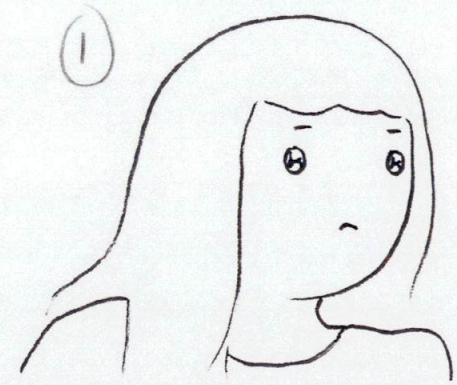
Action:

Timing:

BG

sobbing

PB: There ...



APR 28 2015

Production:

EPISODE # 1034-217

1034/217

1034/217

ADVENTURE TIME



Sc.

119 CONT Pnl. B

Bg.

day night

Sc.

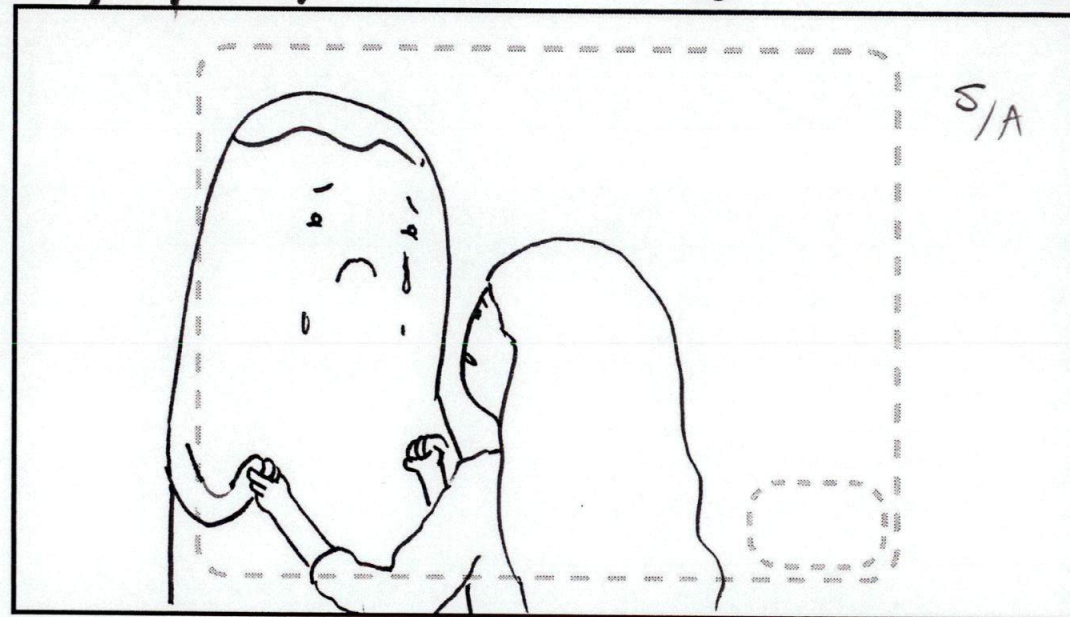
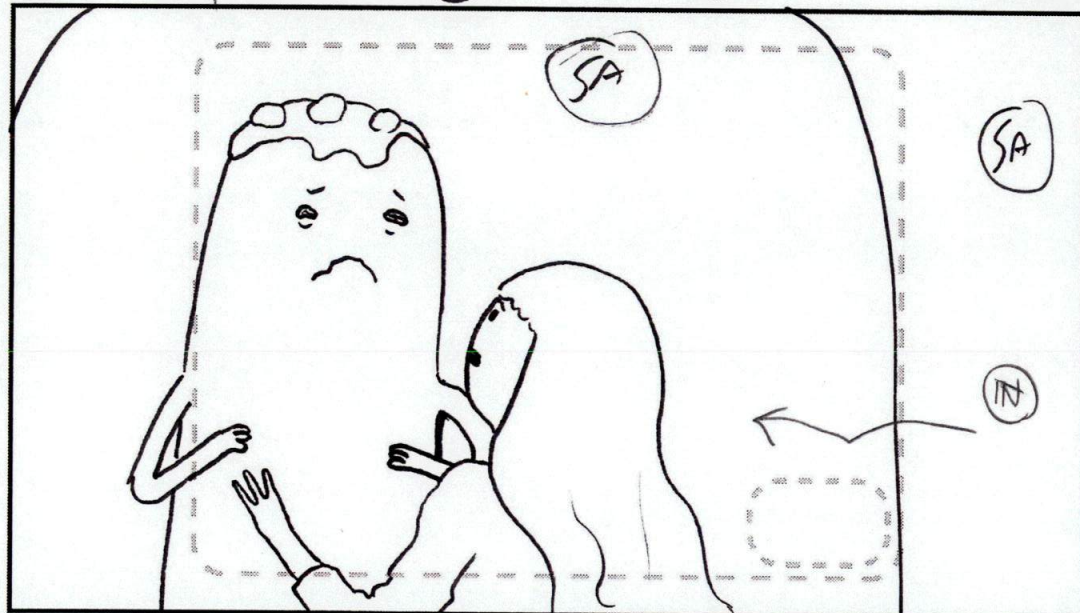
119 CONT Pnl. C

Bg.

Page

169

day night



Dialog:

(PB) there . . .

(PB) we're all worried about Marceline

Action:

-PB WALKS ON/S.

Timing:

APR 28 2015

Production:

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1034/217

1034/217

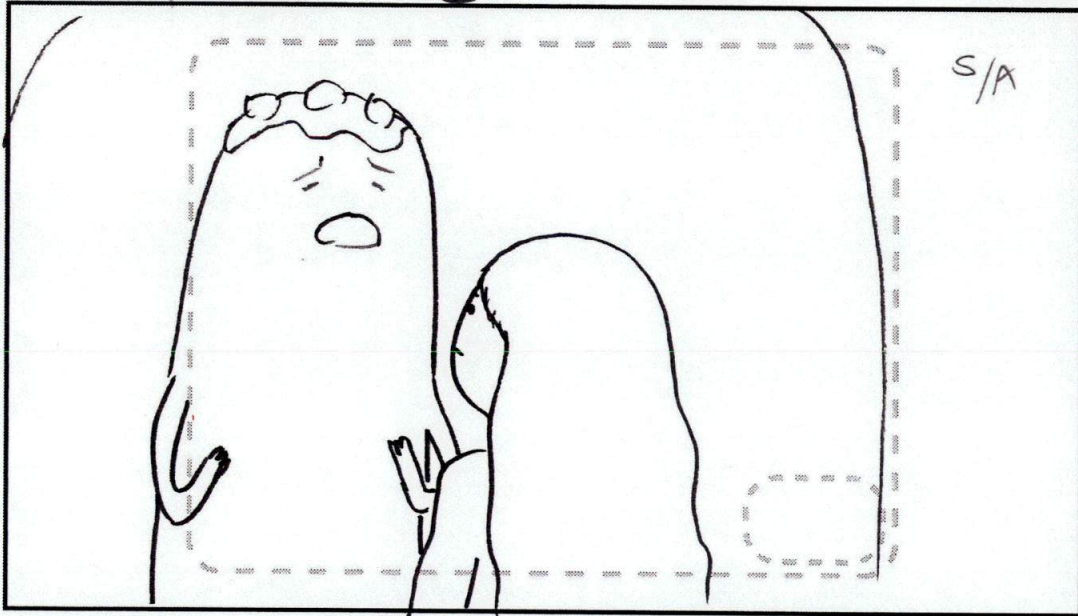
ADVENTURE TIME



Sc. **119 cont** Pnl. **D**

Bg.

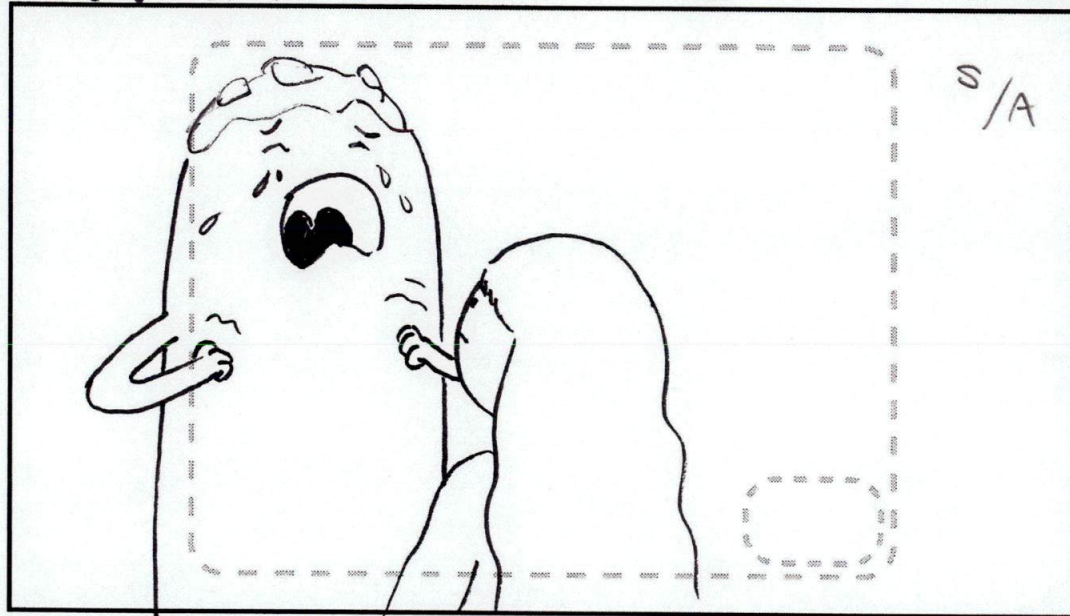
day night



Sc. **119 cont** Pnl. **E**

Bg.

Page **170**
day night



Dialog:

B6 that's not really why i'm crying

B6 princess, we really miss you!

Action:

Timing:

APR 28 2015

Production:

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1034/217

1034/217

1034/217

ADVENTURE TIME

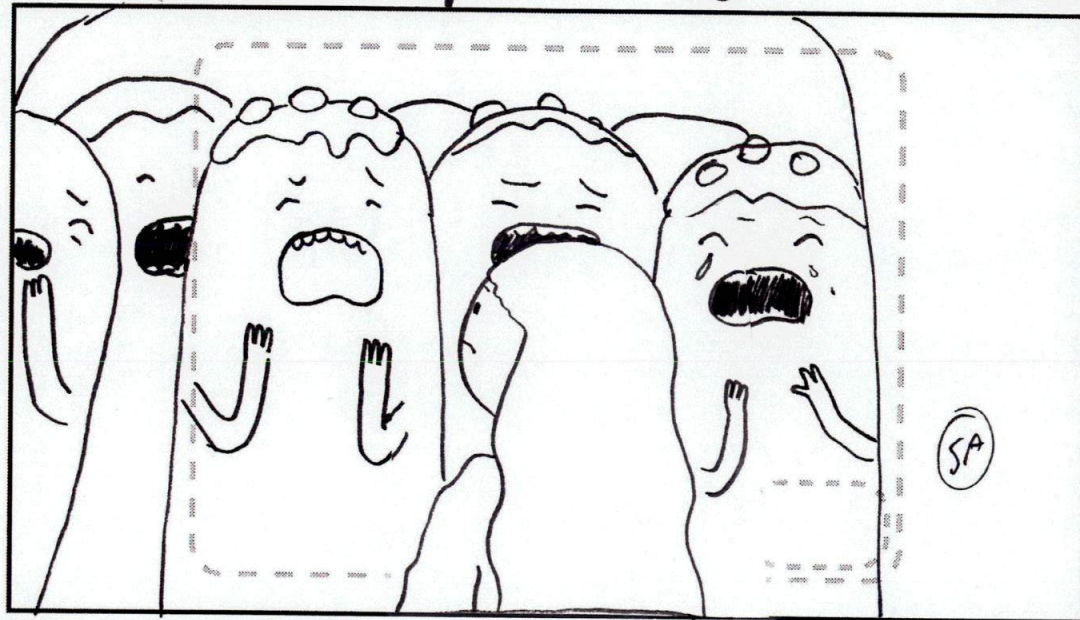


Sc.

119 CONT Pnl. F

Bg.

day night



Sc.

120

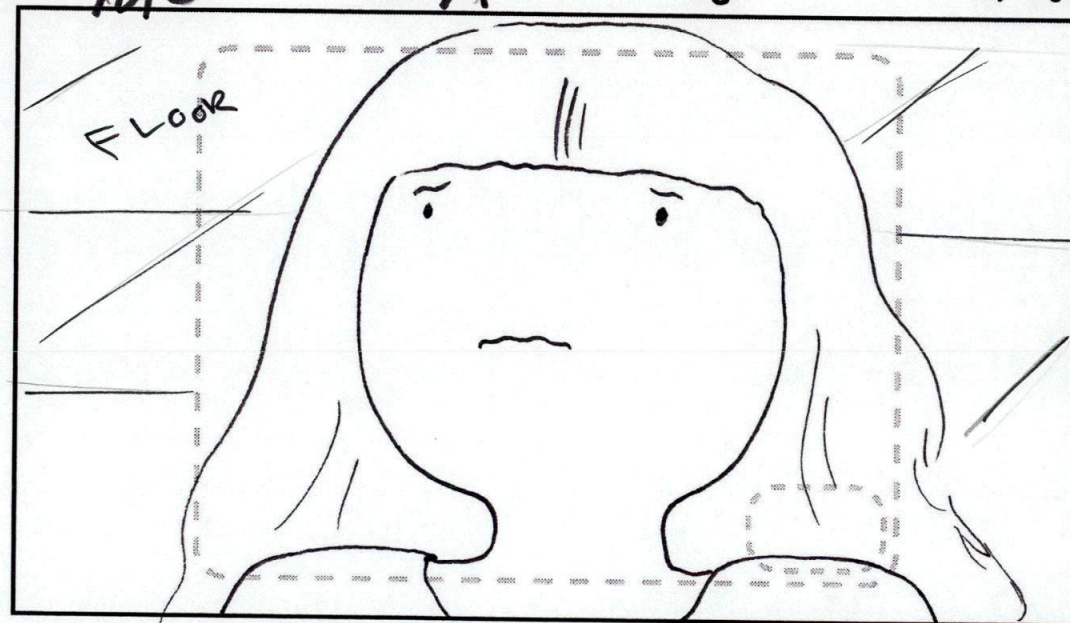
Pnl. A

Bg.

Page

171

day night



Dialog:

(BG) Bwahahaw!



Action:

-OTHER B. GUARDS JOIN IN CRYING,

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

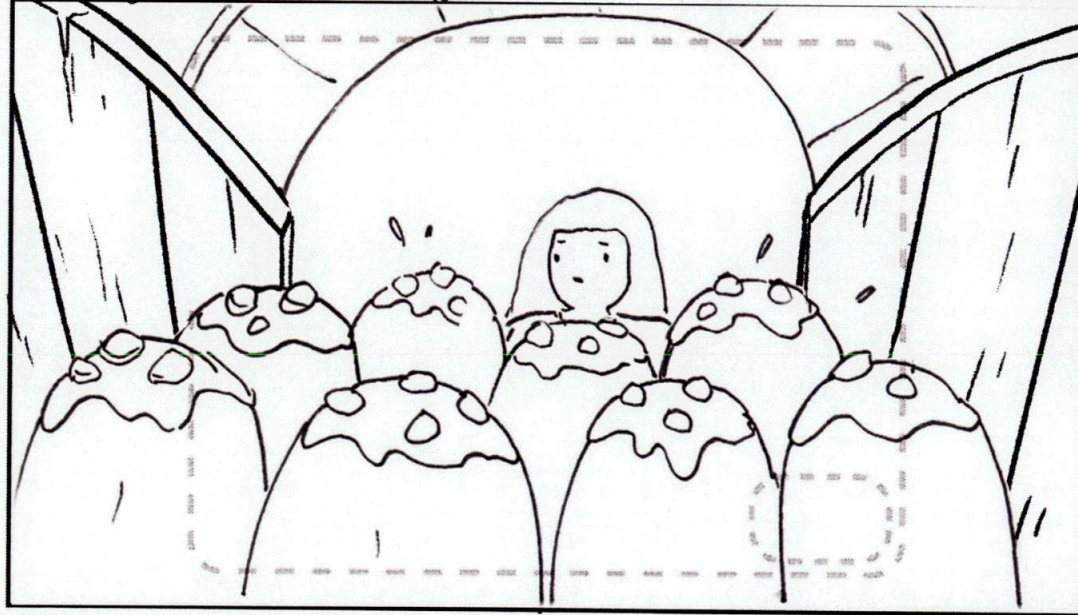
1034/217

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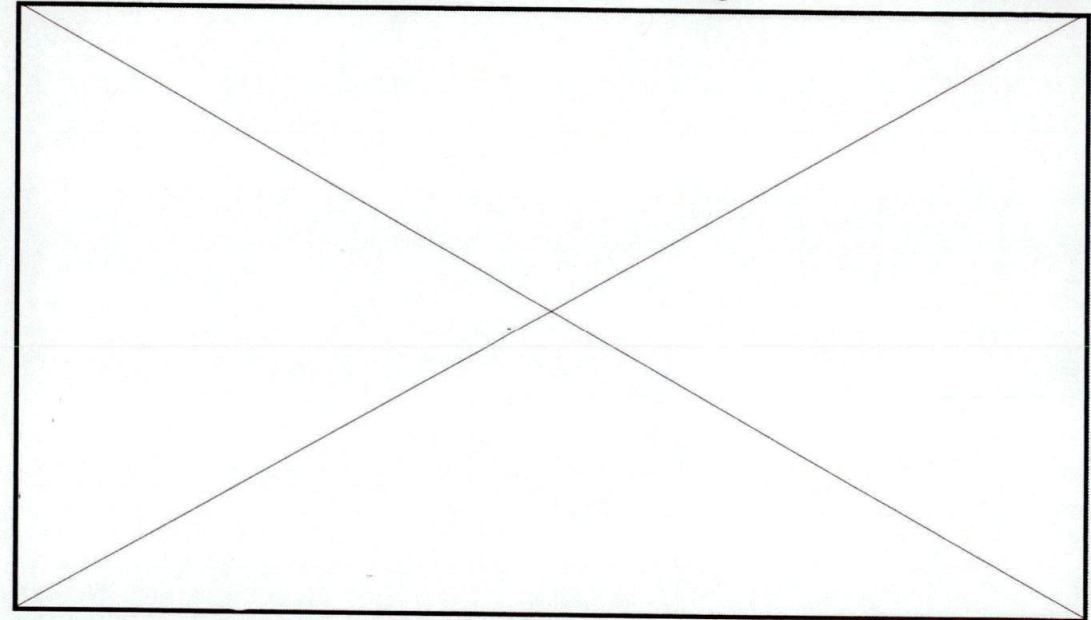
ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

BGS: continue crying

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

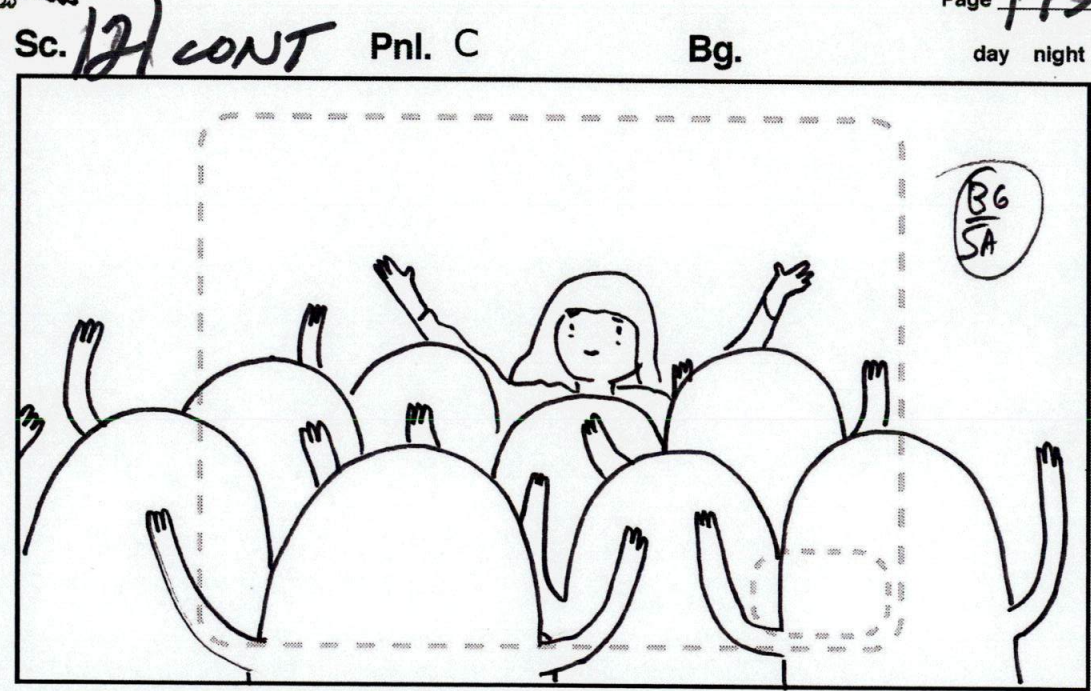
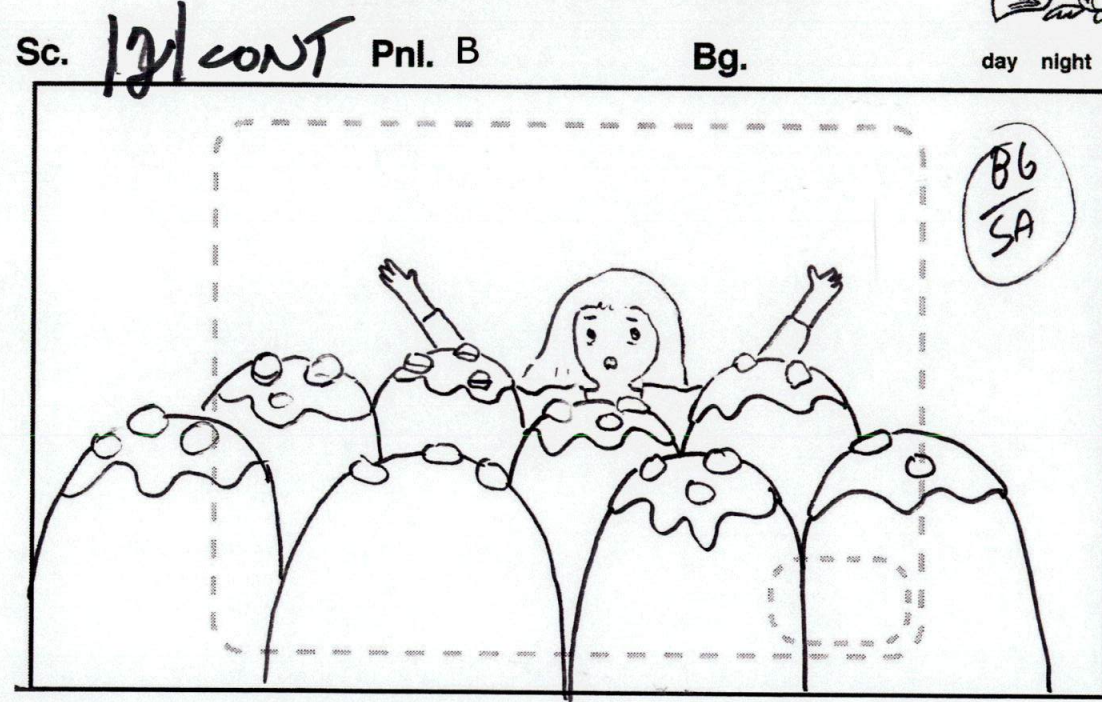
1034/217

1034/217

ADVENTURE TIME



Page 173
day night



Dialog:

PB: C'MON GUYS, IT'S ALRIGHT...

Action:

PB RAISES ARMS.

-B GUARDS RAISE ARMS.

APR 28 2012

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

ADVENTURE TIME



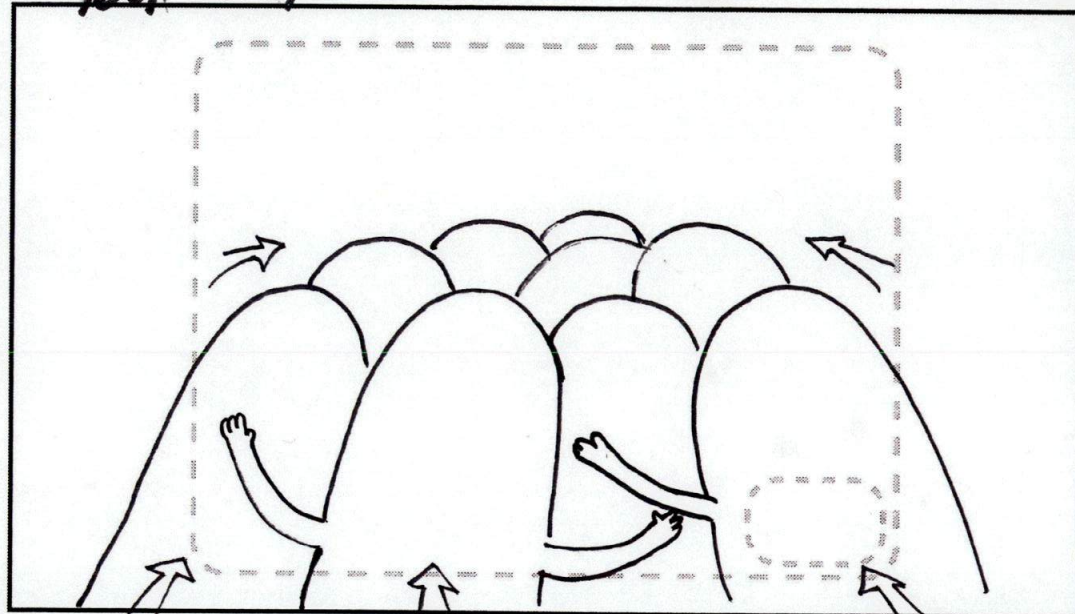
IN

Page 174
day night

Sc. 121 CONT Pnl. D

Bg.

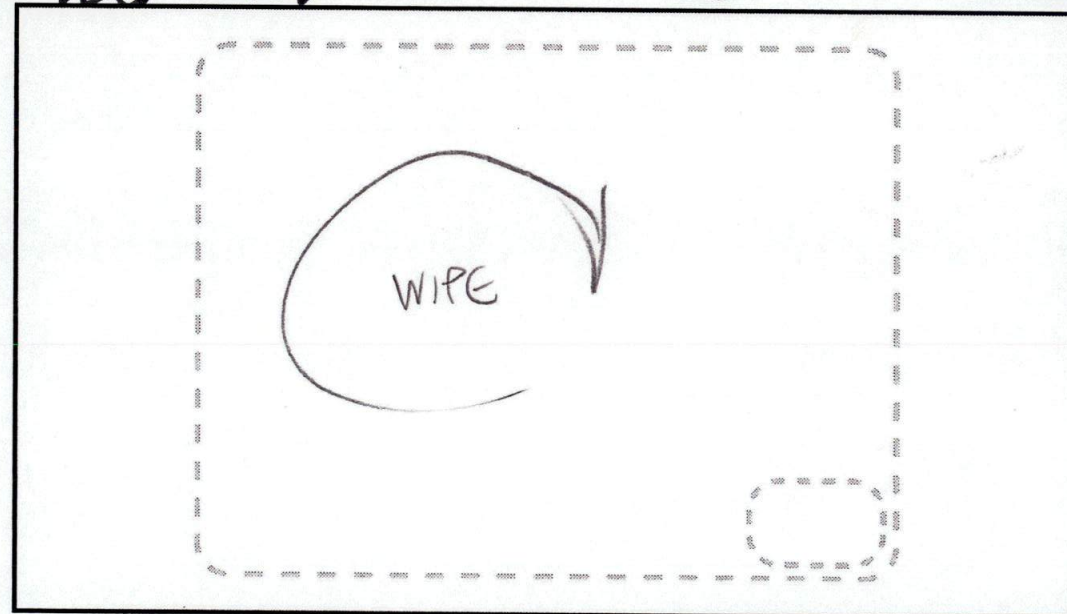
day night



Sc. 121 CONT Pnl.

Bg.

day night



Dialog:

PB : WHOA

Action:

- B-GUARDS HUG PB SIMULTANEOUSLY.

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

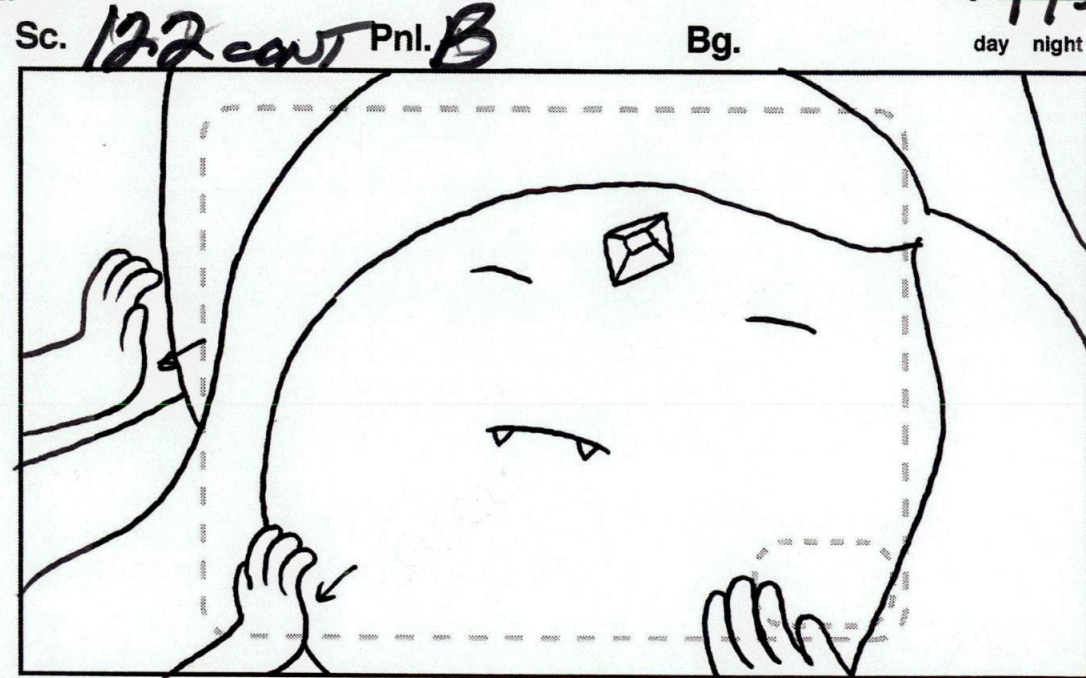
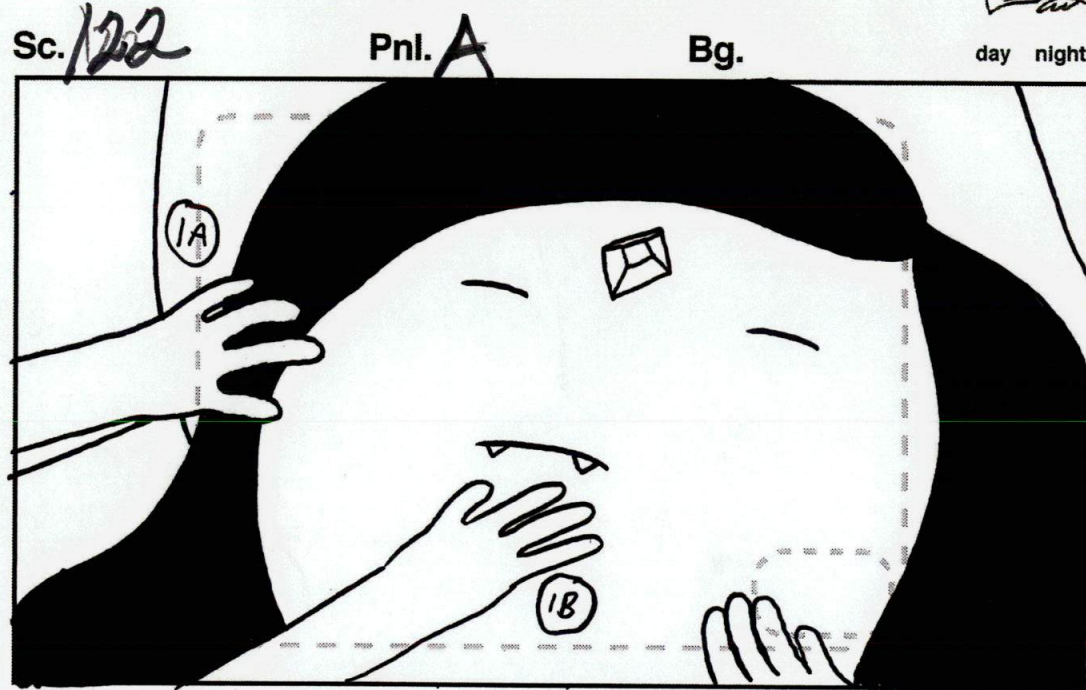
1034/217

1034/217

ADVENTURE TIME



Page **175**
day night



Peppermint Butter/ Shv-shv-shv-shv x2
(like ayahuasca shaman)
(ask Jesse if you don't
know what this
sounds like)
cycle ①-②-③ x 2

③A
②A
②B
③B

APR 28 2015

1034-217

EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME

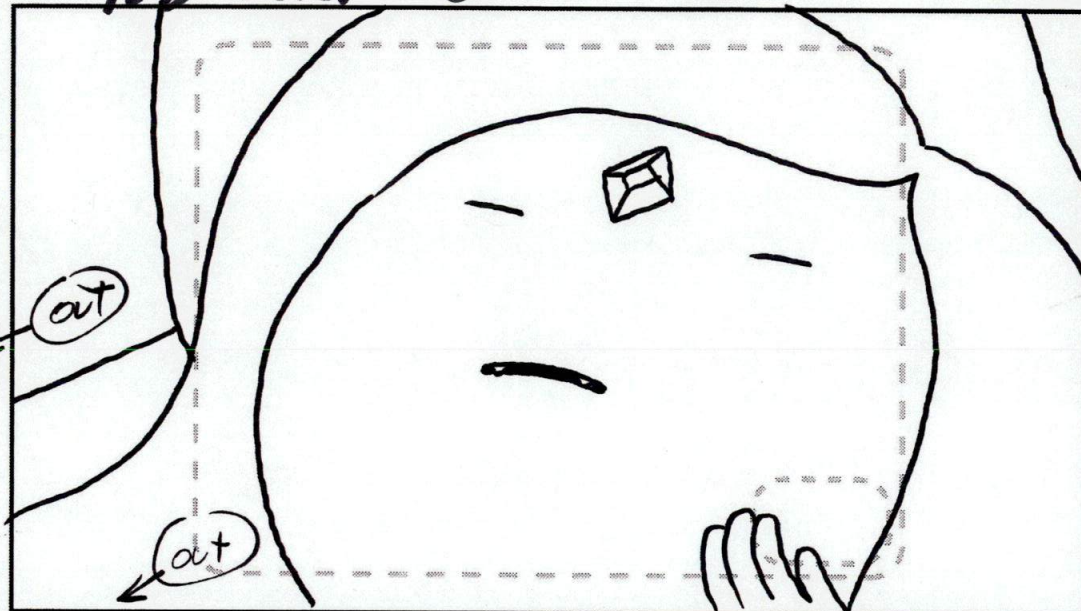


Page **176**
day night

Sc. **122 cont** Pnl. **C**

Bg.

day night

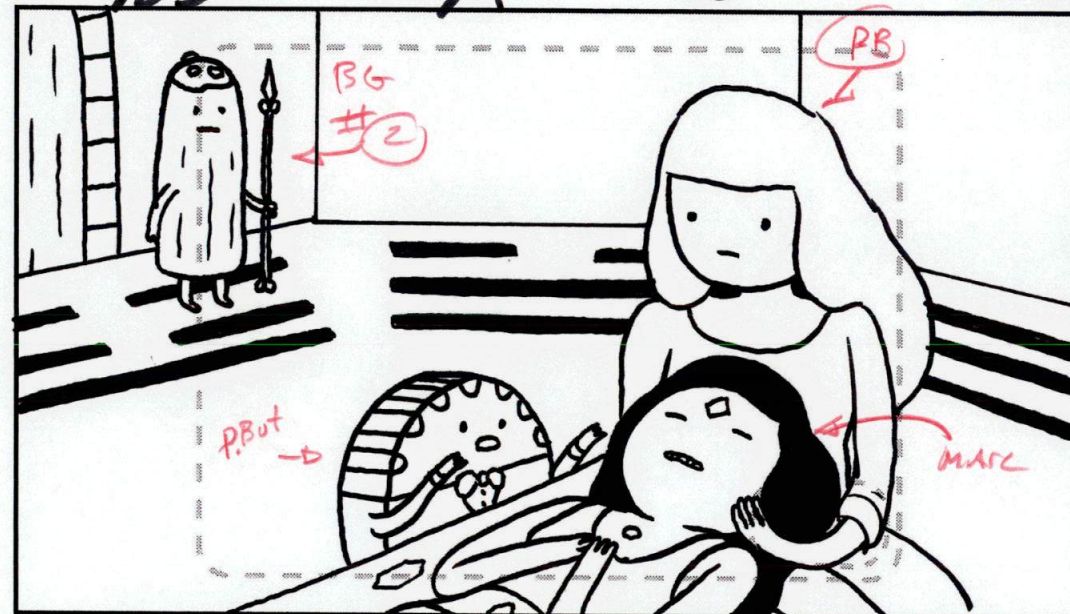


Sc. **123**

Pnl. **A**

Bg.

day night



Dialog:

(marceline emits a light whisp of air)

Pepbut/ OKay finished.

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

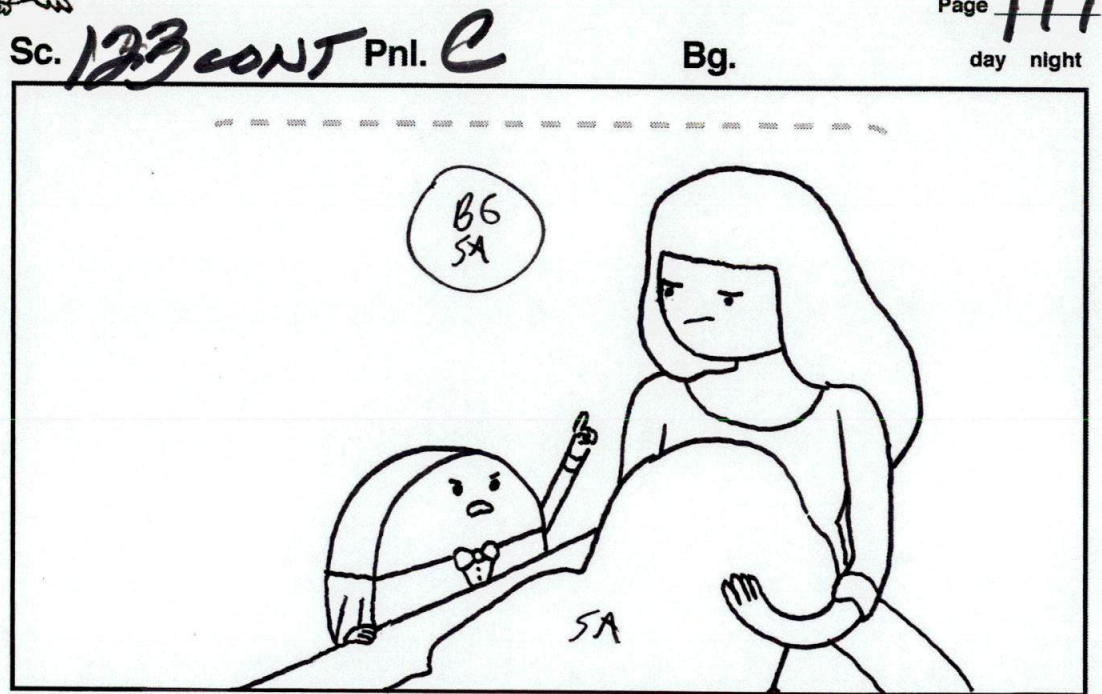
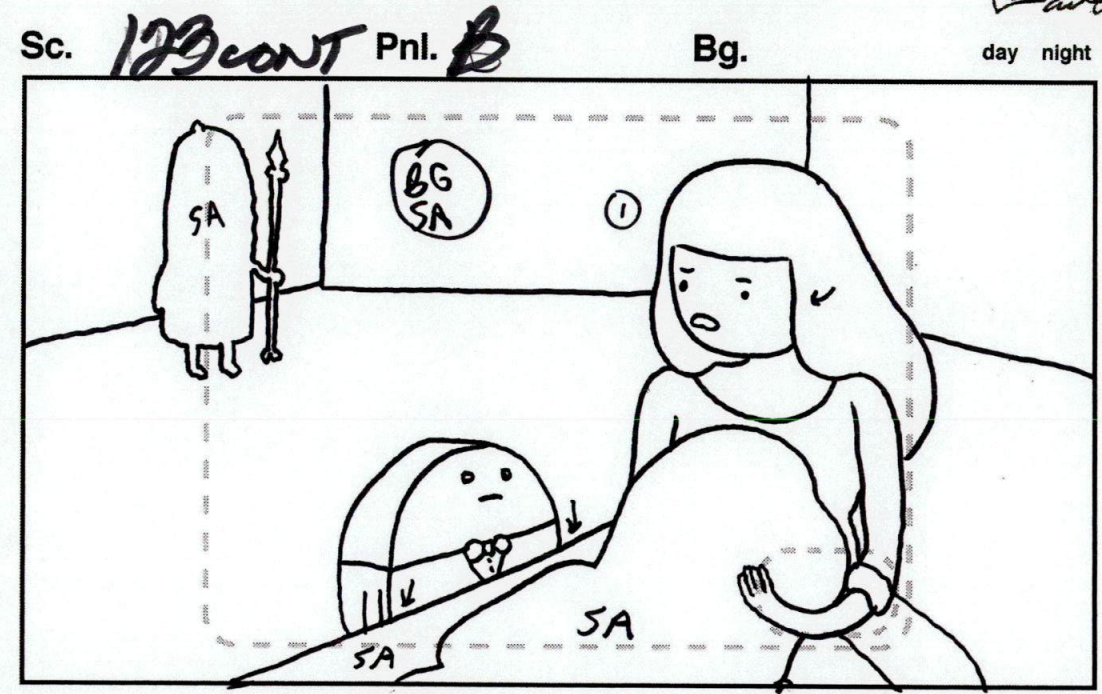
1034/217

1034/217

1034/217

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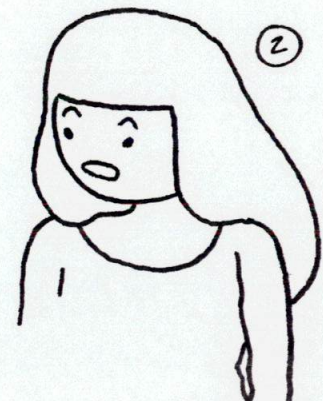
ADVENTURE TIME



Dialog: Princess B / ① That's it? You just go
② "shu-shu-shu" with your hands?

Action:

Timing:



Peppert / ① Don't question my methods.
② This is my world.

APR 28 2015



1034-217
EPISODE #

Production:

1034/217

1034/217

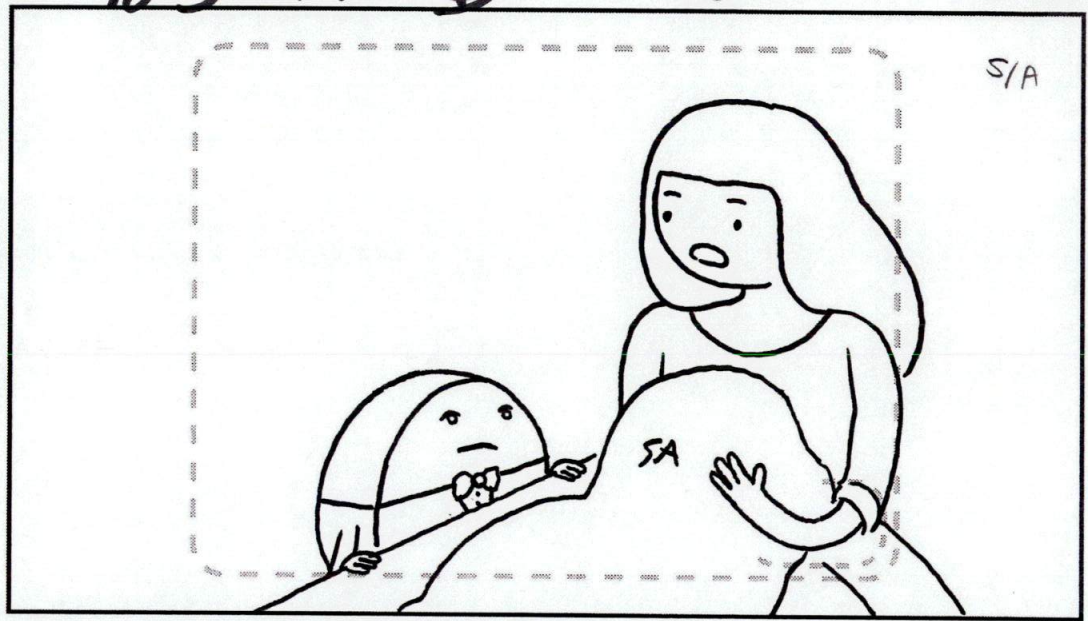
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/217

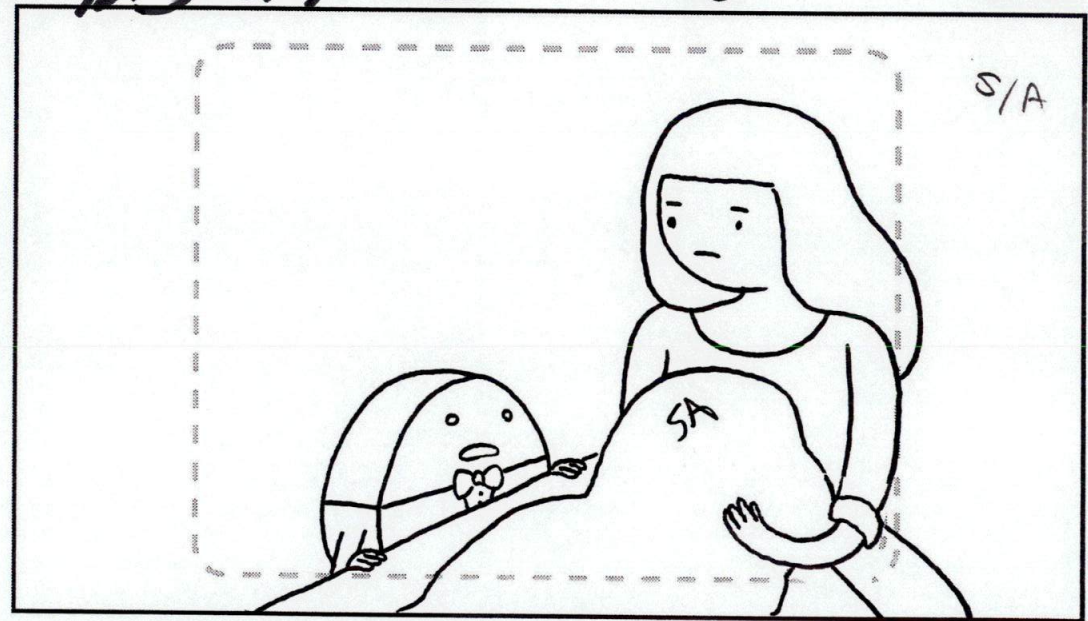
ADVENTURE TIME



Sc. **123 CONT** Pnl. **D** Bg. day night



Sc. **123 CONT** Pnl. **E** Bg. day night



Dialog:	<u>PBub</u> / OK what now, then?	<u>Pepbit</u> / we wait like 2 hours
Action:		
Timing:		

APR 28 2015

1034-217

EPISODE #

1034/217

Production:

1034/217

1034/217

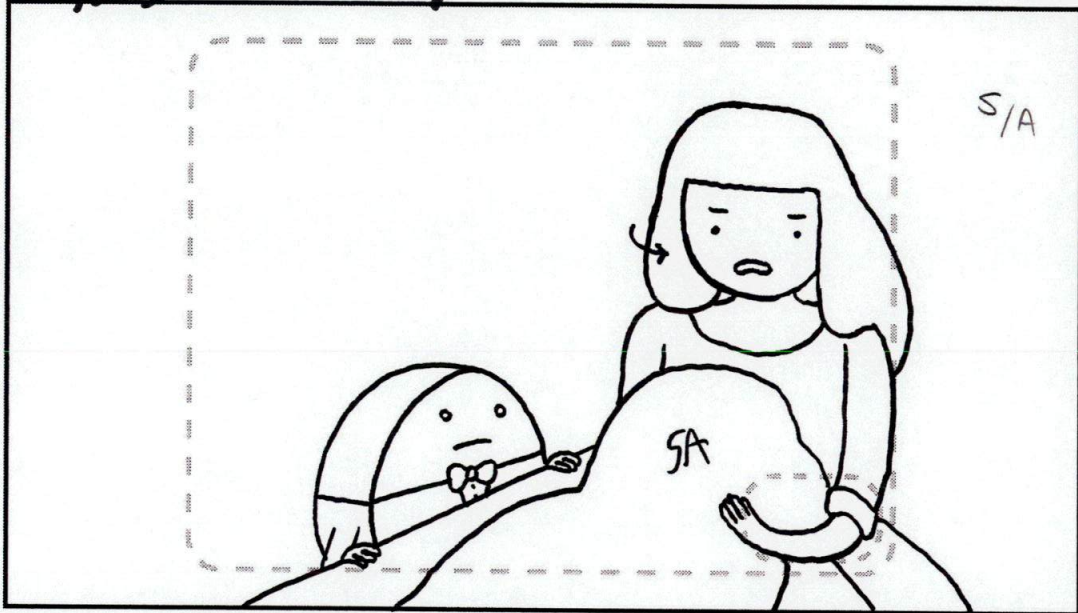
ADVENTURE TIME



Sc. 123 CONT Pnl. F

Bg.

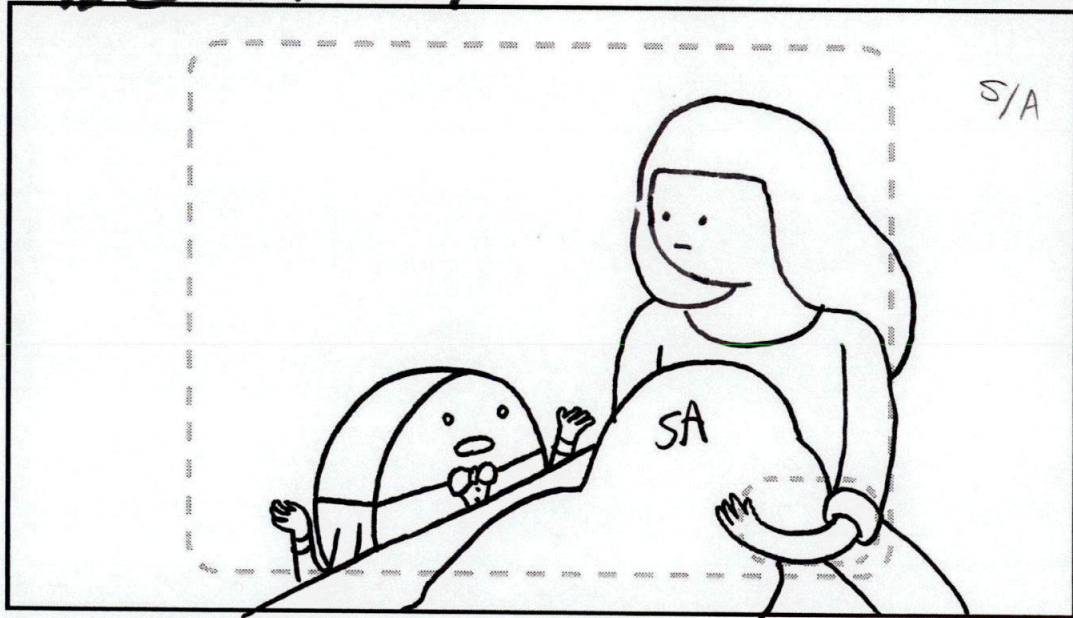
day night



Sc. 123 CONT Pnl. G

Bg.

Page 179
day night



Dialog:

PB / Oh.

PeP bvt / Let's do something else

Action:

- PeP BT SHRUGS ...

APR 28 2015

Timing:

1034-217

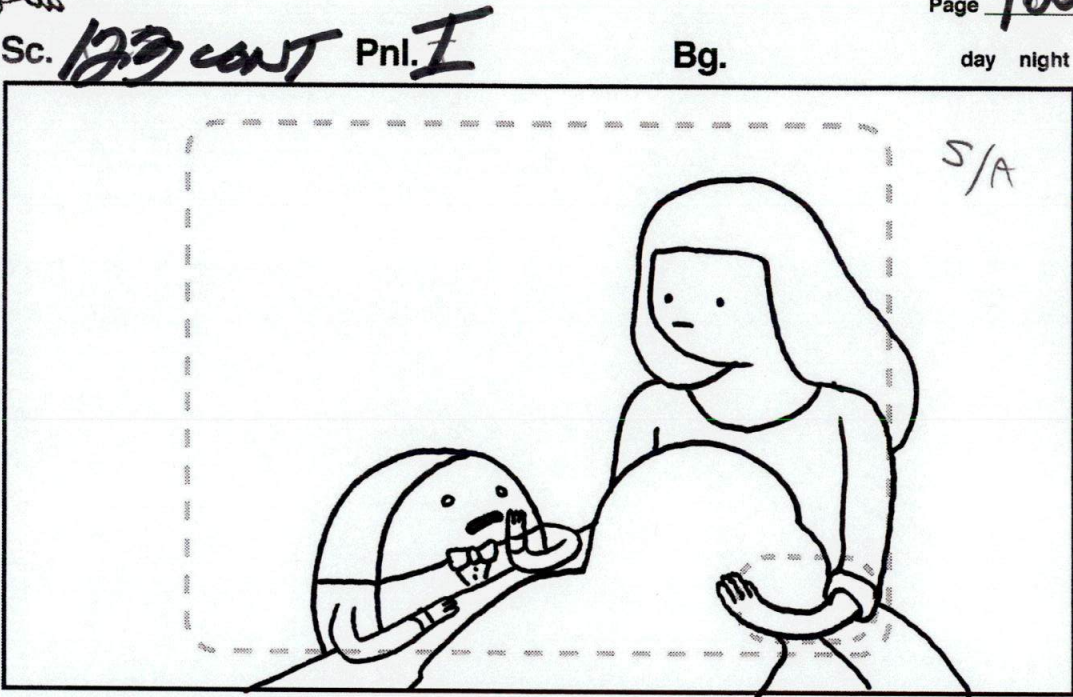
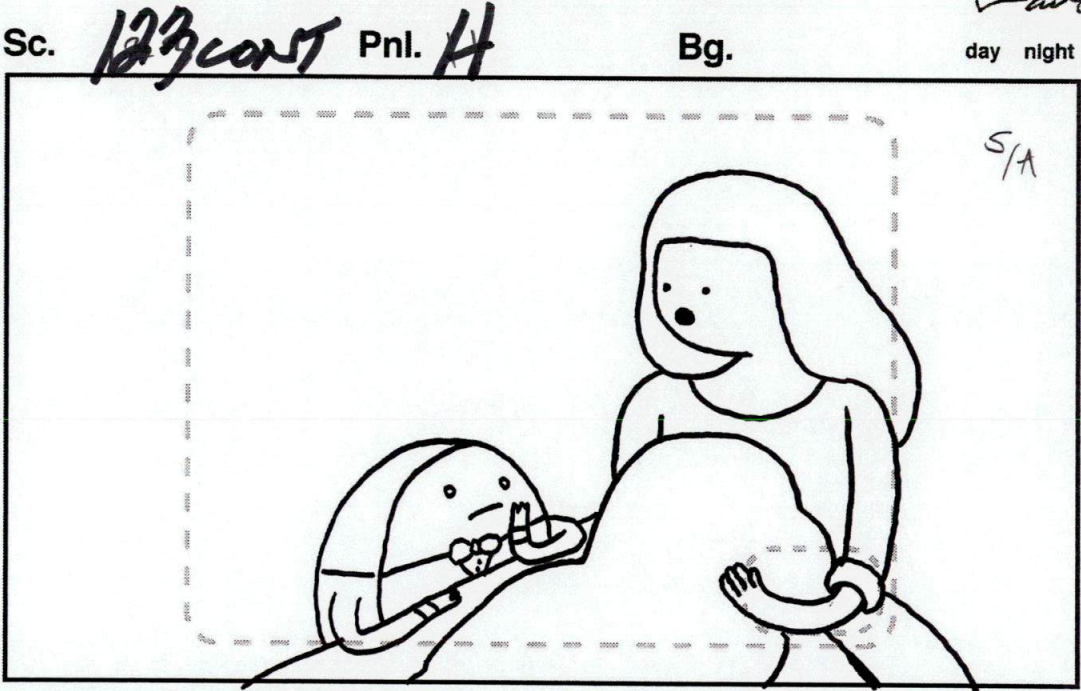
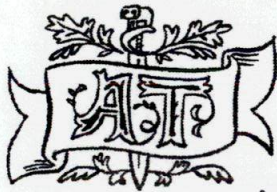
EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME



Dialog:	<u>pev</u> bblegum/ like what?	<u>pep</u> bwt/ mm... video games?
Action:		
Timing:		

APR 2-8 2015

EPISODE # 1034-217

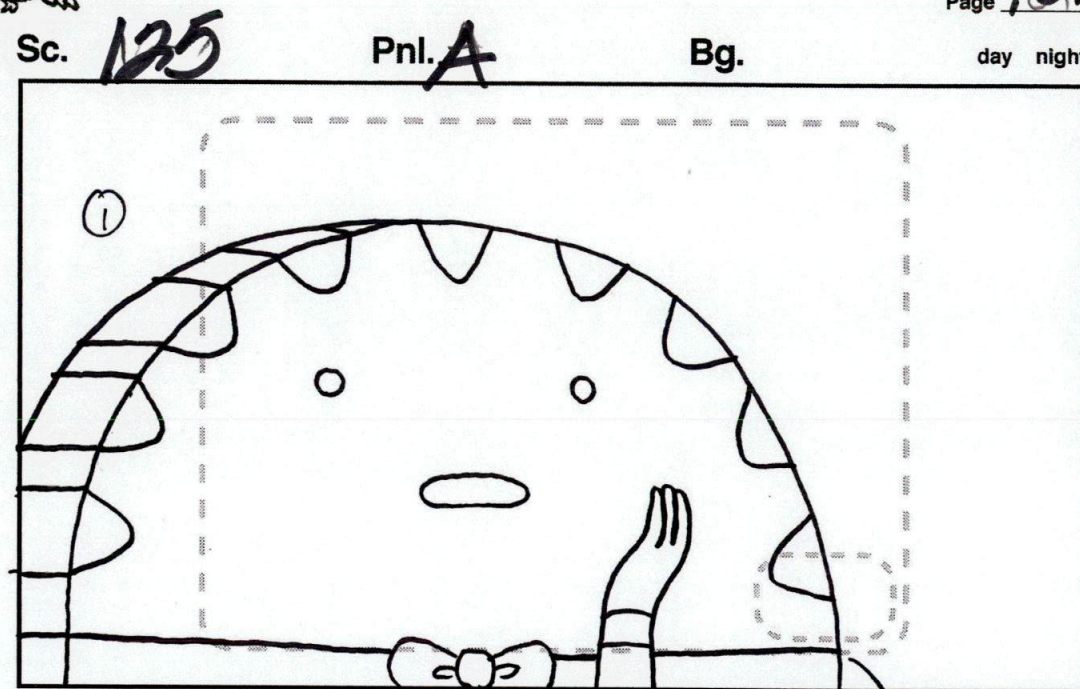
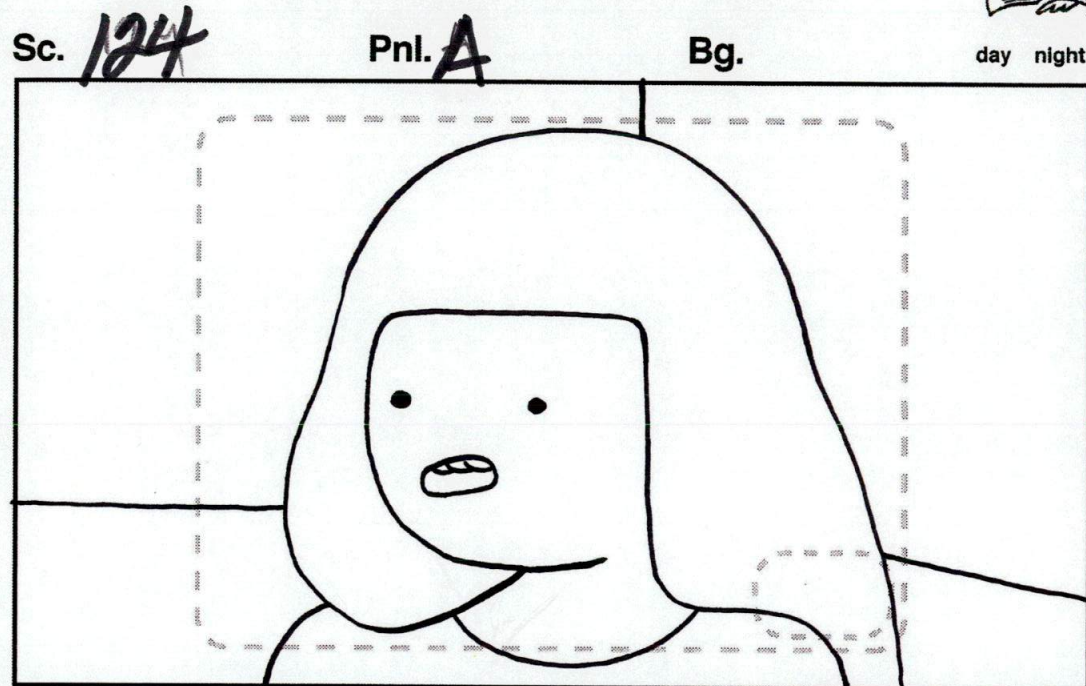
Production:

1034/217

ADVENTURE TIME



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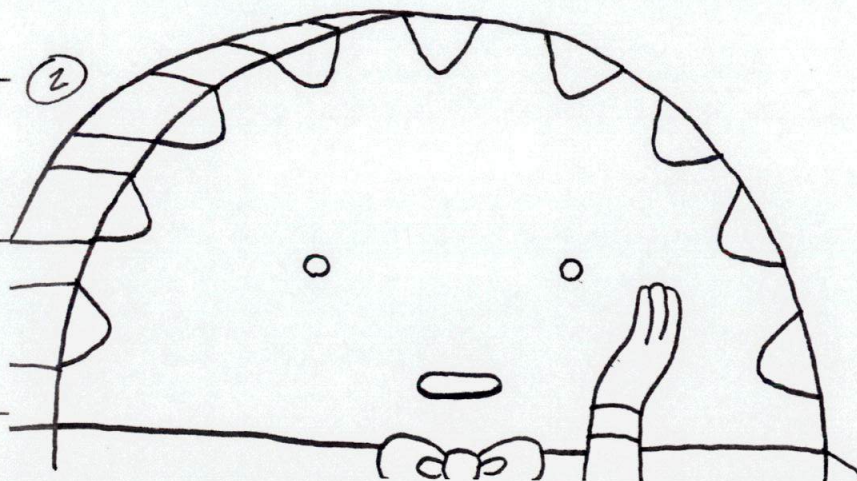


Dialog: PB I don't like video games.

Pepp but I me neither. ② I don't even have a system to play on or anything.

Action:

Timing:



APR 28 2015

1034-217

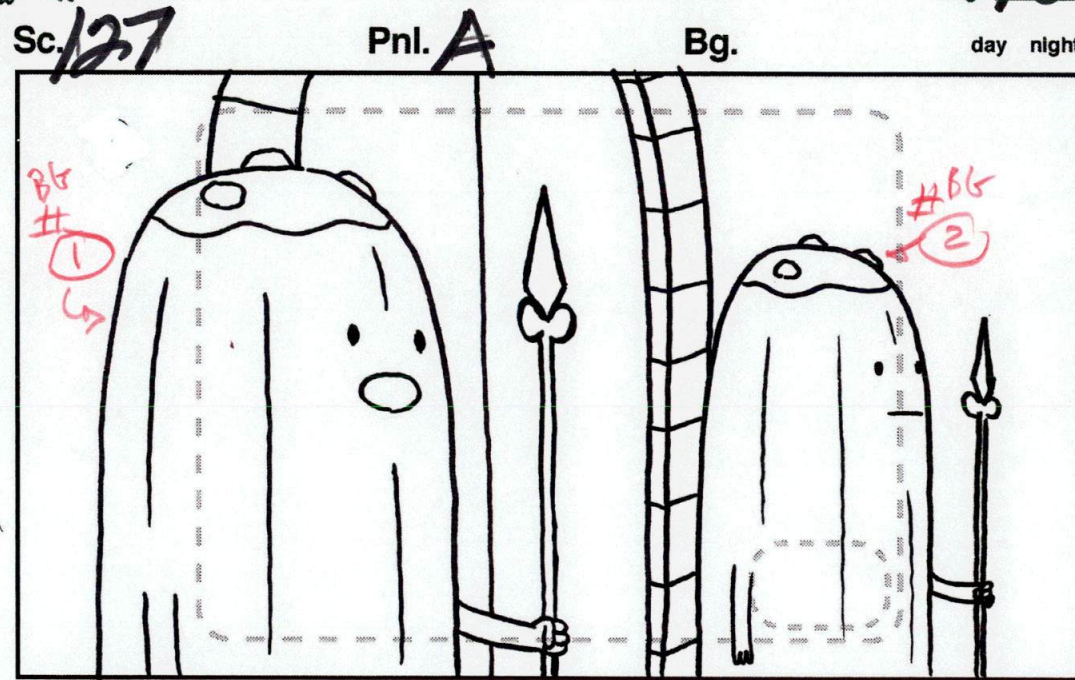
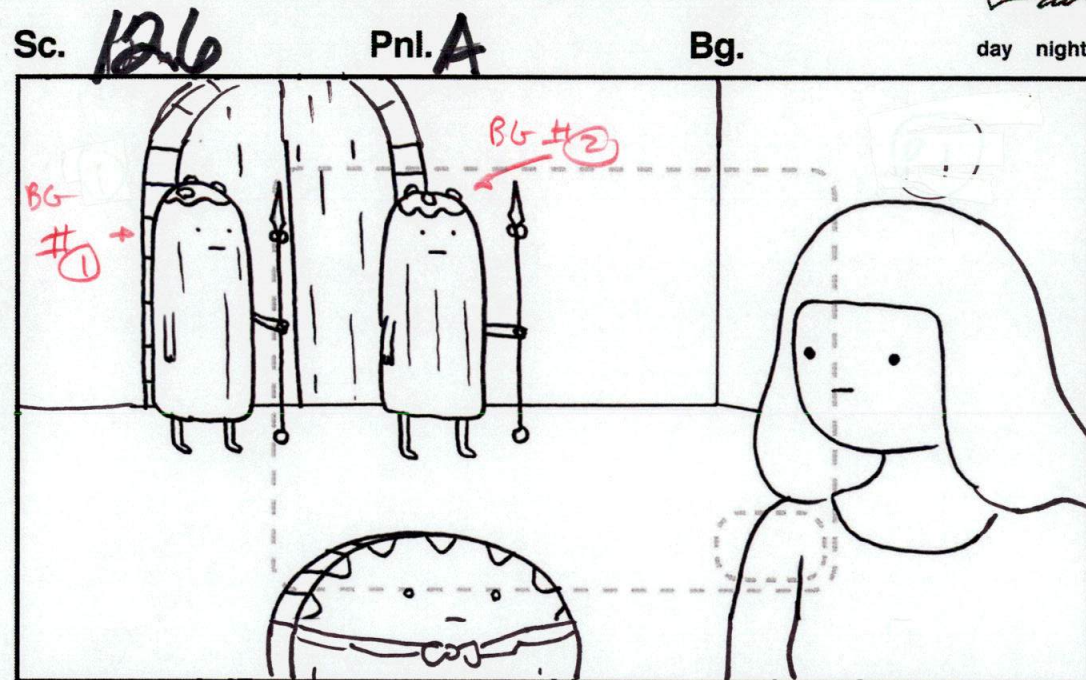
EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME



Dialog: Banana Guard 1 / I got a video game back at my place.

Action:

Timing:

Dialog: Banana Guard #1 **A1** I just got it so I could stay in shape **A2**

Production:

ADVENTURE TIME

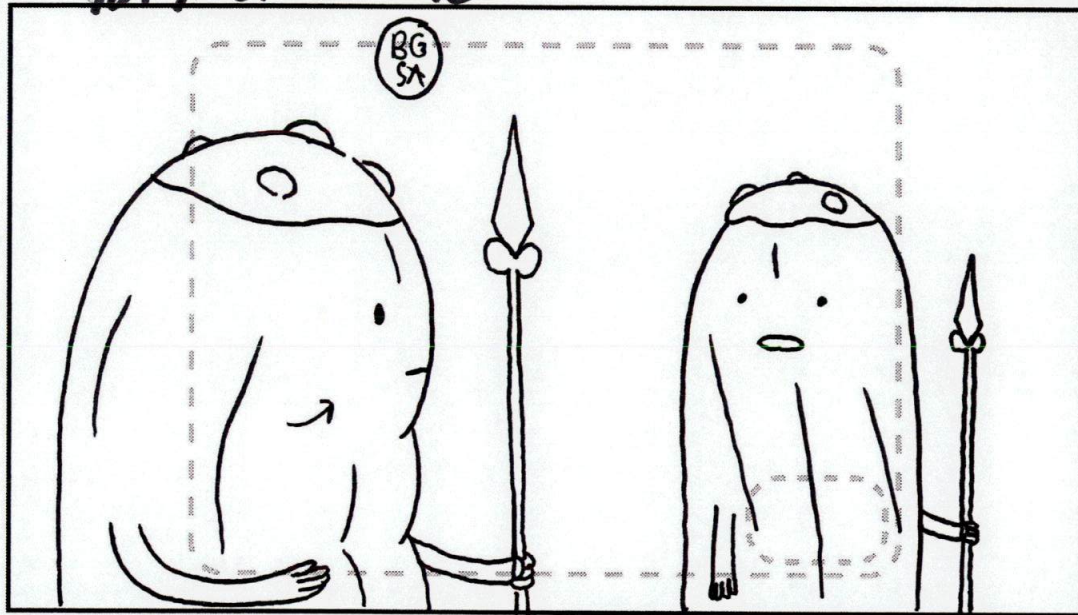


Page **183**

Sc. **127 cont** Pnl. **B**

Bg.

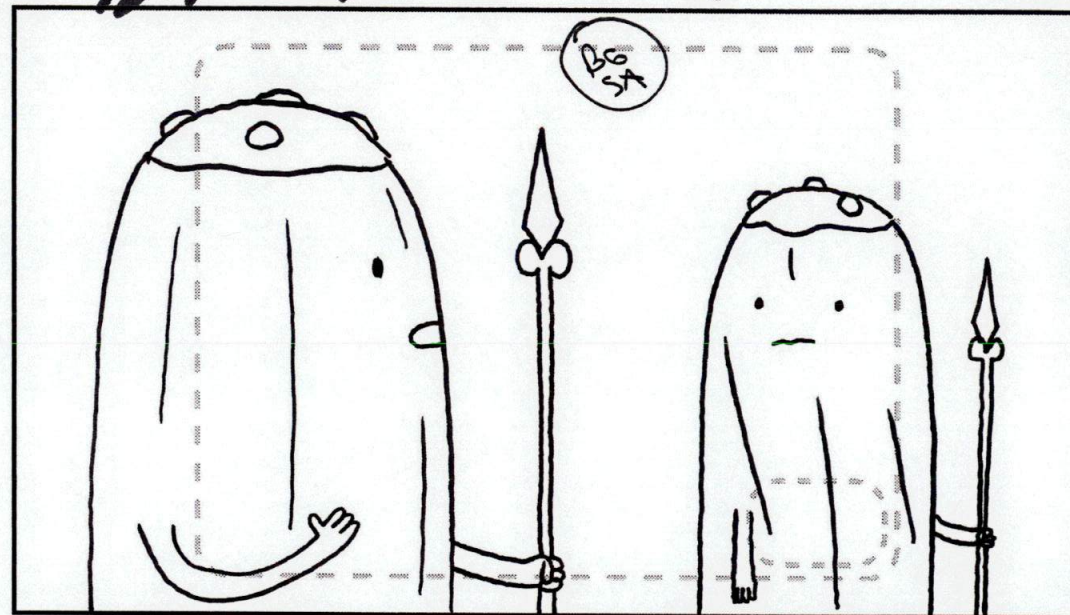
day night



Sc. **127 cont** Pnl. **C**

Bg.

day night



Dialog: **BG2/** How do you get in shape playing a game?

BG1/ eh... it's like a yoga video.

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

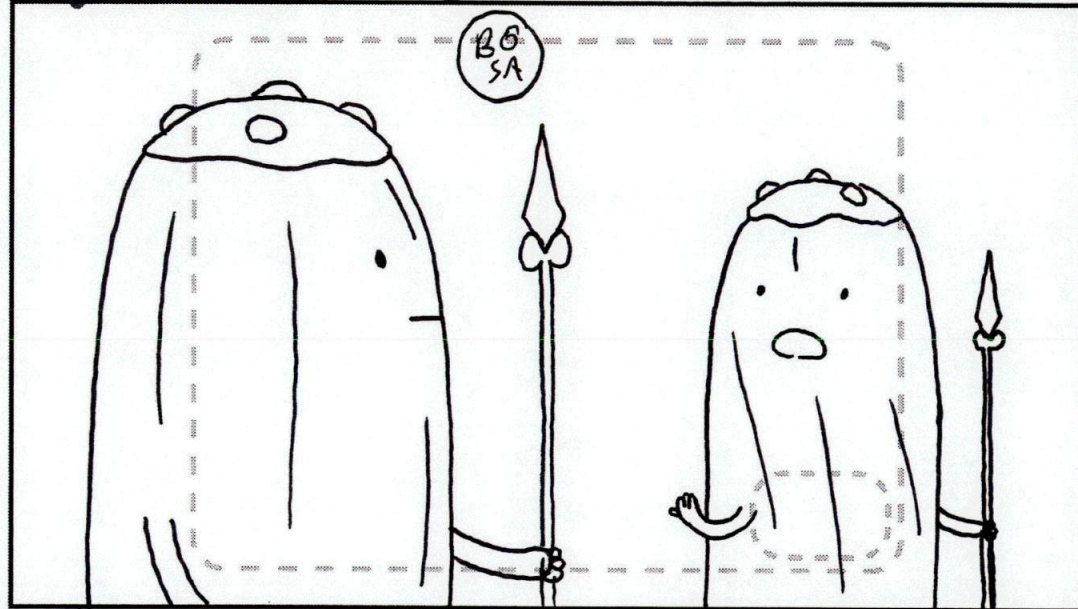
1034/217

ADVENTURE TIME

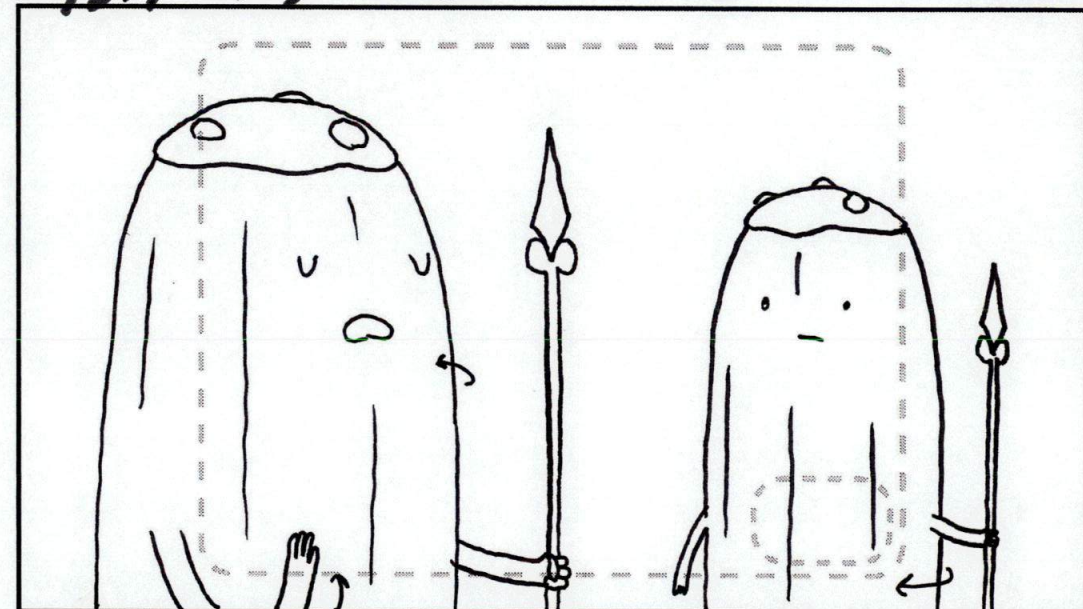


Page 184
day night

Sc. 127 cont Pnl. D Bg. day night



Sc. 127 cont Pnl. E Bg. day night



Dialog: BG2 / so it's not a game at all.

BG1 / NO it is. It's a video game.

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

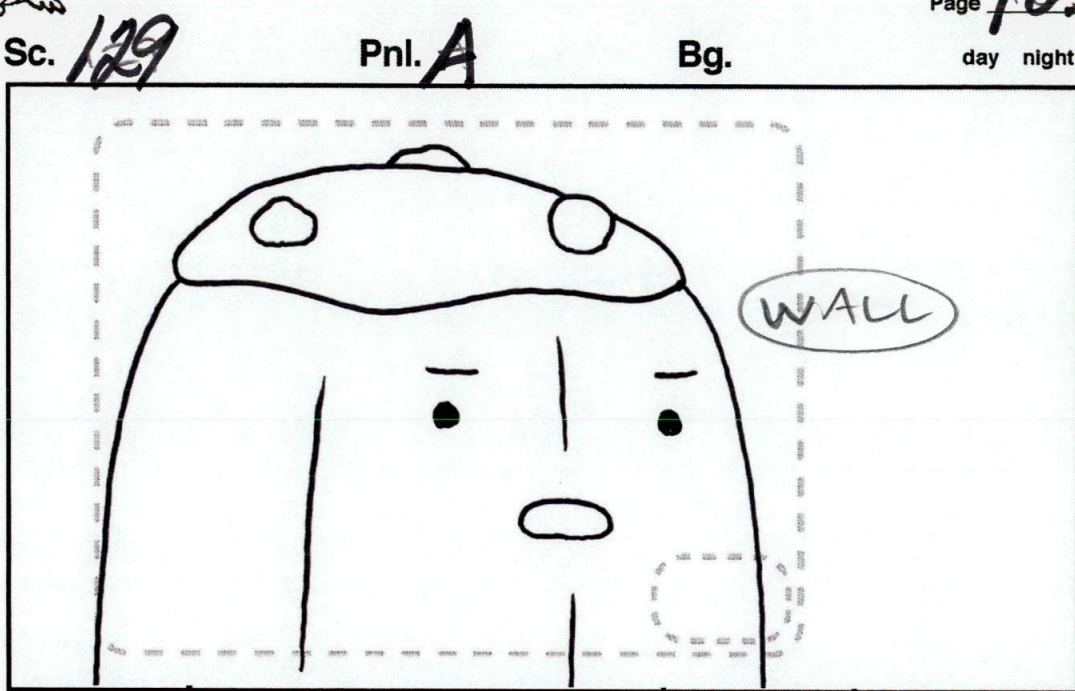
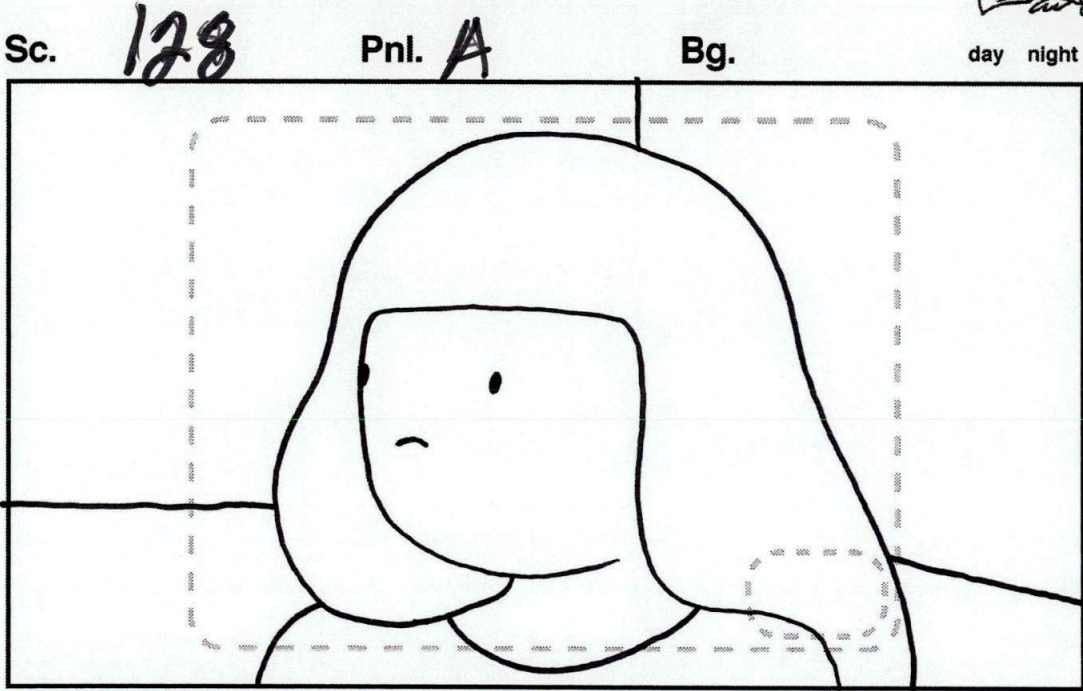
Production:

1034/217

1034/217

1034/217

ADVENTURE TIME



Dialog:	BG2 (os) / Eh, it's a video.	BG1 / YES
Action:		
Timing:		

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

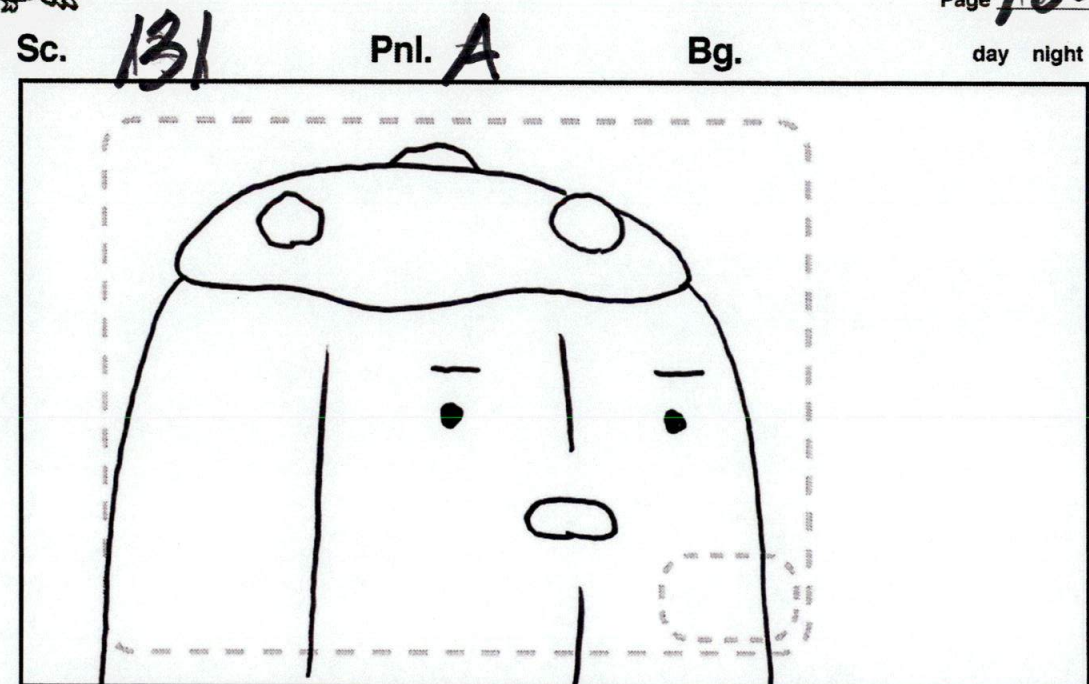
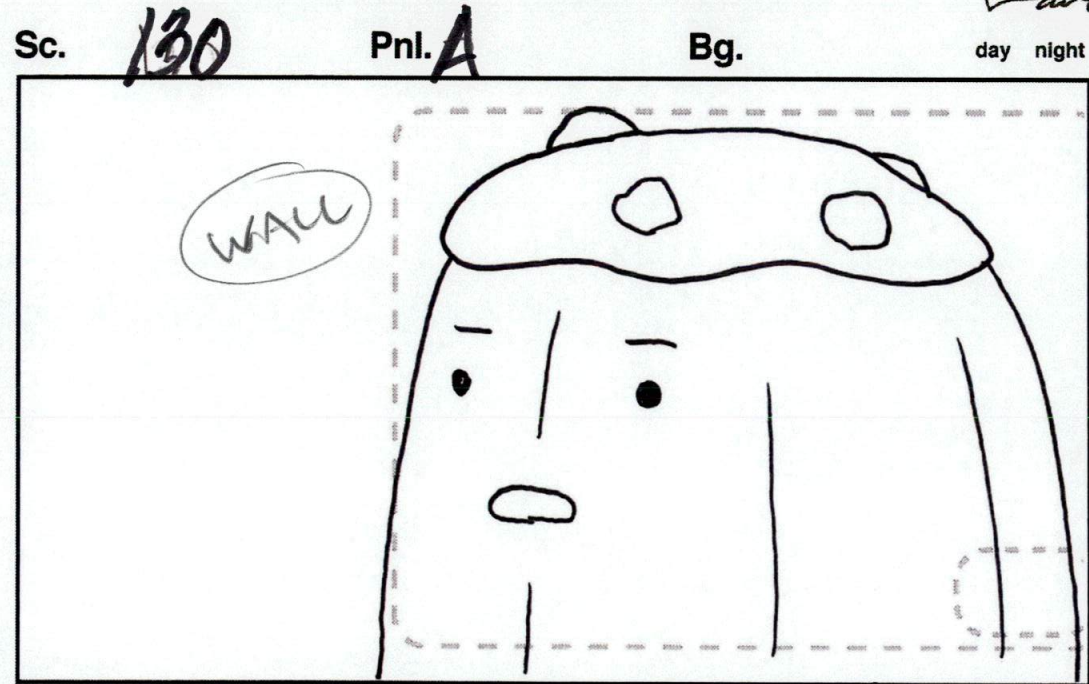
1034/217

1034/217

ADVENTURE TIME



Page 186



Dialog:

BG2/ A yoga video.

BG1/ game.

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

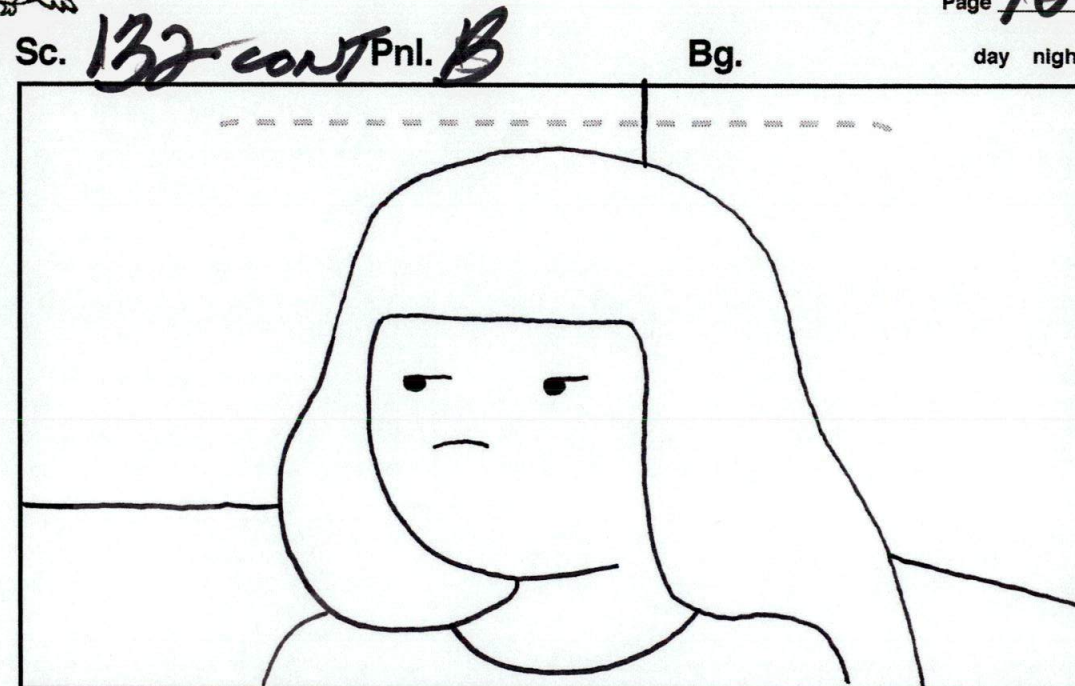
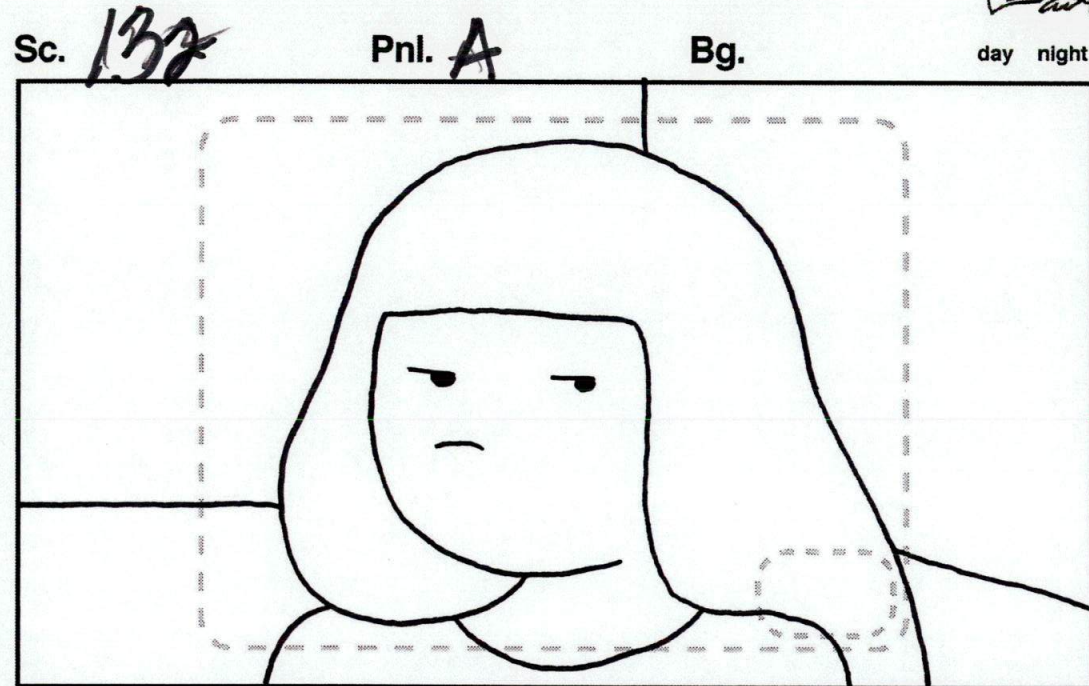
Production:

1034/217

ADVENTURE TIME



Page **187**



Dialog:

BG2/ A game.

BG1/ video.

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

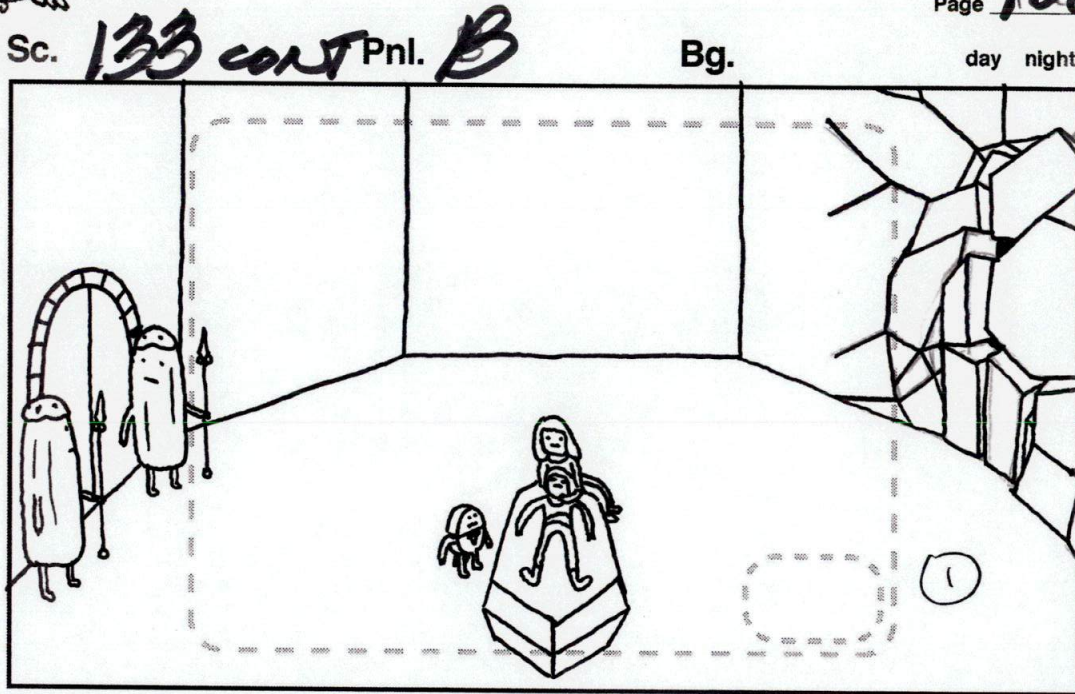
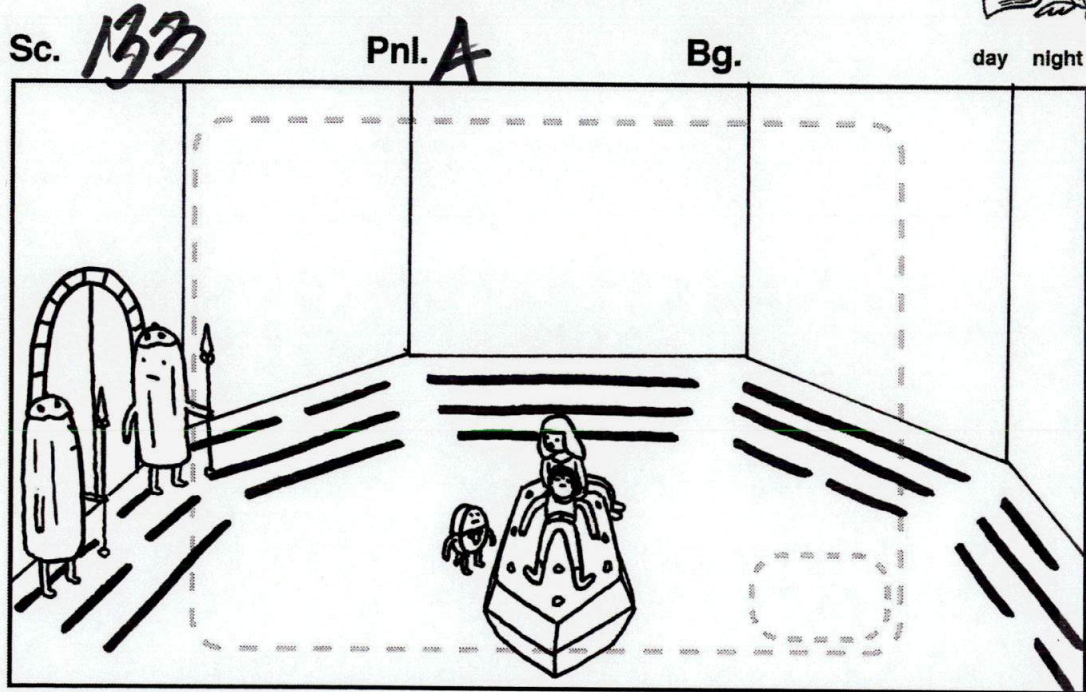
1034/217

1034/217

ADVENTURE TIME



Page **188**



Dialog: RD / you guys

SFX / KA -

Action:

- WALL CRACKS

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME

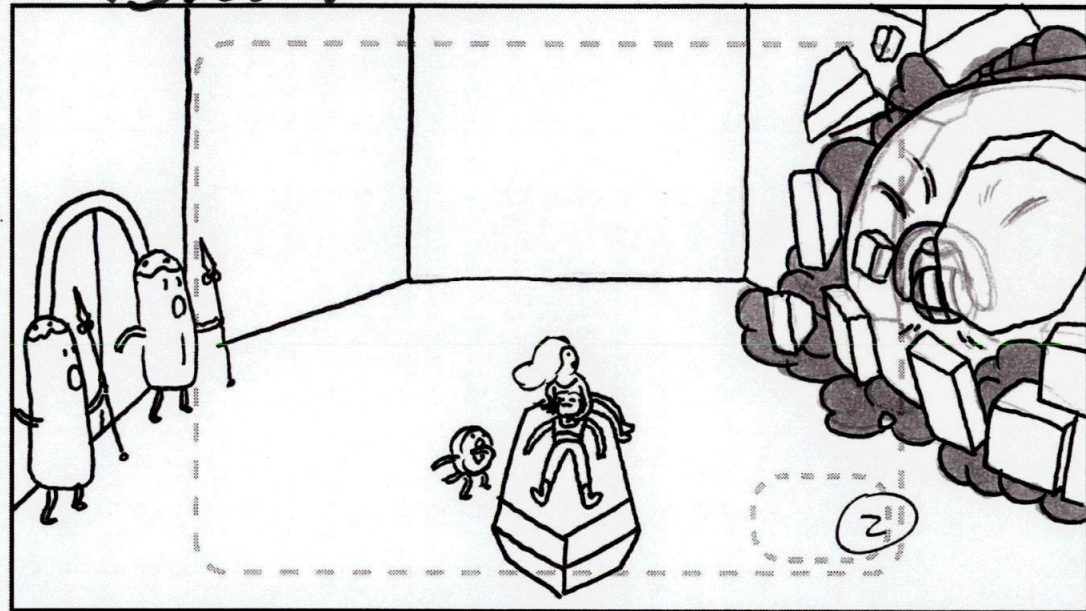


Page **189**

Sc. **133 cont** Pnl. **C**

Bg.

day night



Sc. **133 cont** Pnl. **D**

Bg.

day night



EPISODE # 1034-217

Dialog:

SFX / - BOOM

Action:

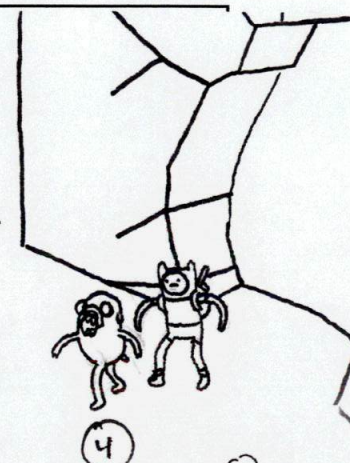
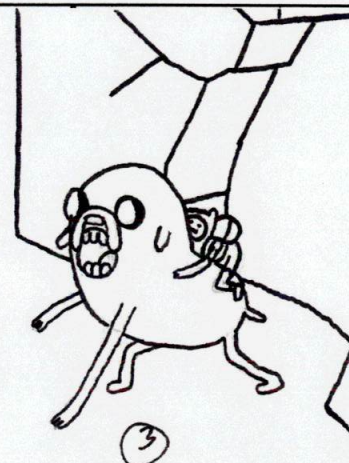
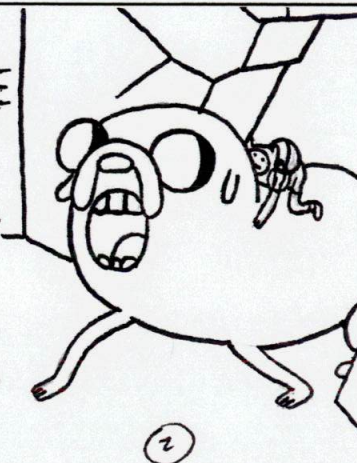
JAKE EXPLODES THROUGH WALL.

Timing:



APR 28 2015

Jake / AAIEE !!!



5

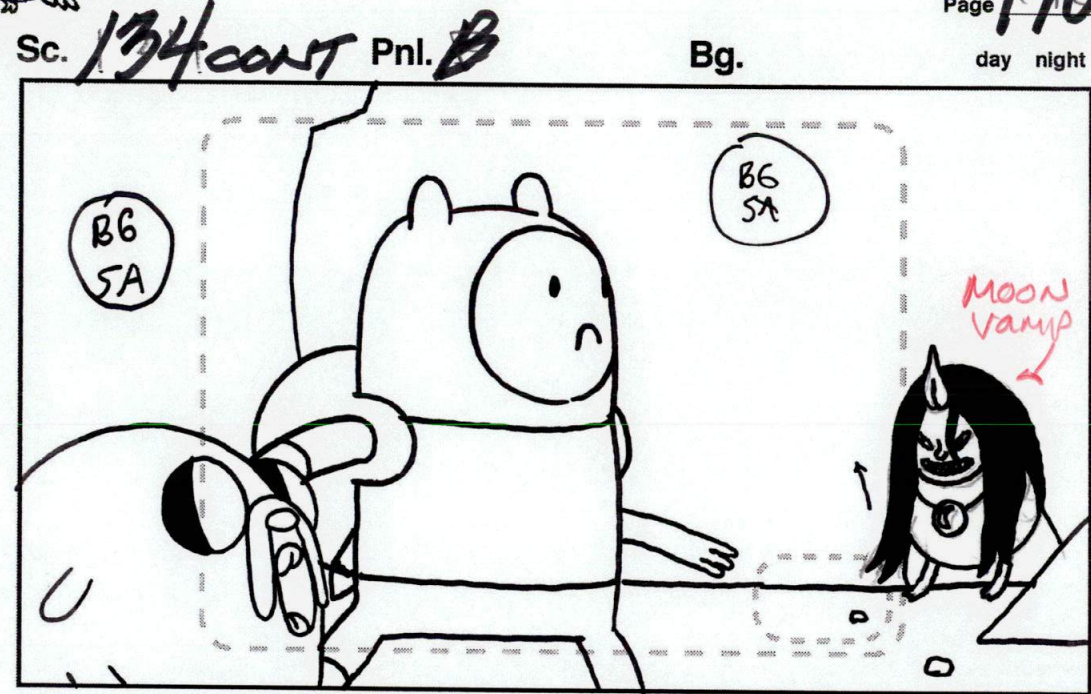
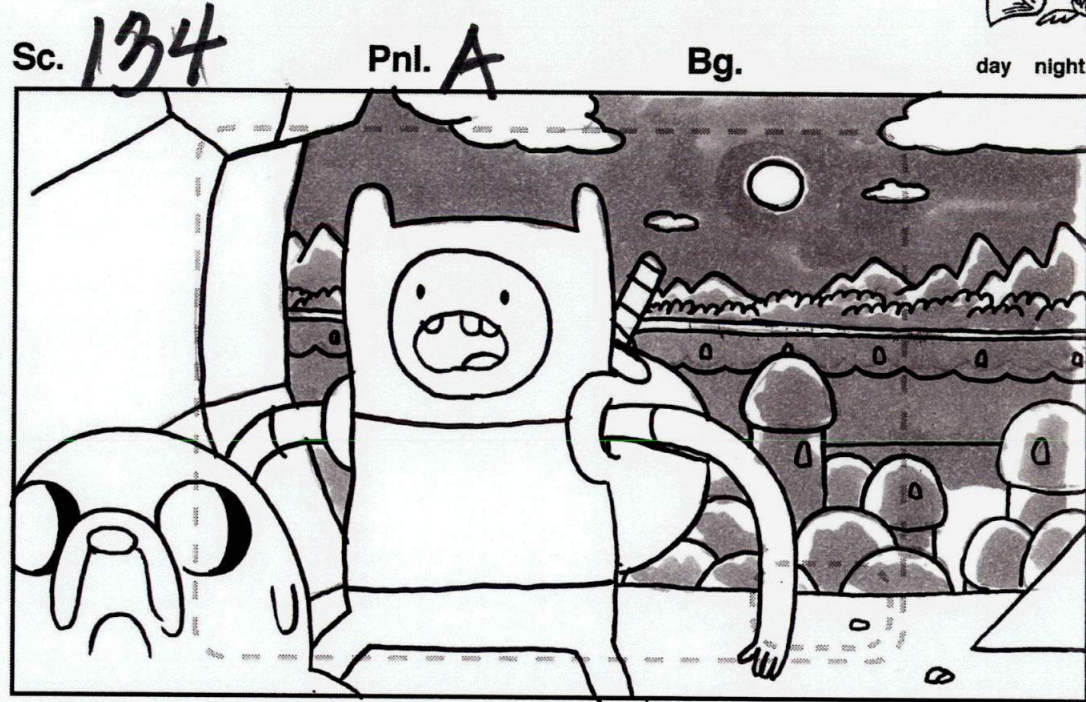


1034/217

ADVENTURE TIME



Page **190**
day night

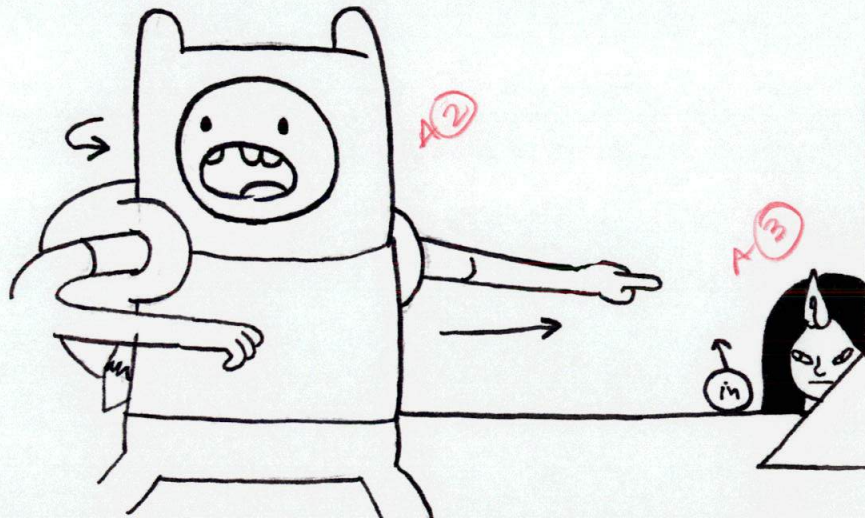


Dialog: Finn / we brought the moon!

Jake / whaddowedo??

Action:

Timing:



-MOON APPEARS
THROUGH HOLE
IN WALL.

APR 28 2015

EPISODE #

Production:

1034-217

1034/217

1034/217

ADVENTURE TIME



Page 191
day night

Sc. 135

Pnl. A

Bg.

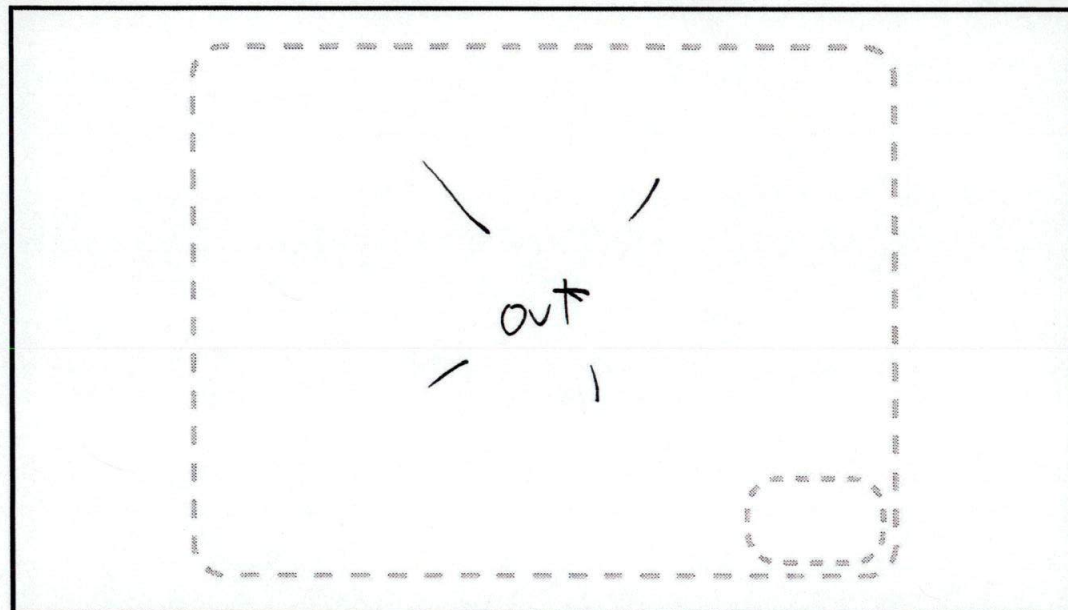
day night

Sc.

Pnl.

Bg.

day night



Dialog: MOON / DIE LIKE PIGS

Action:

Timing:

APR 28 2015

1034-217

EPISODE #

1034/217

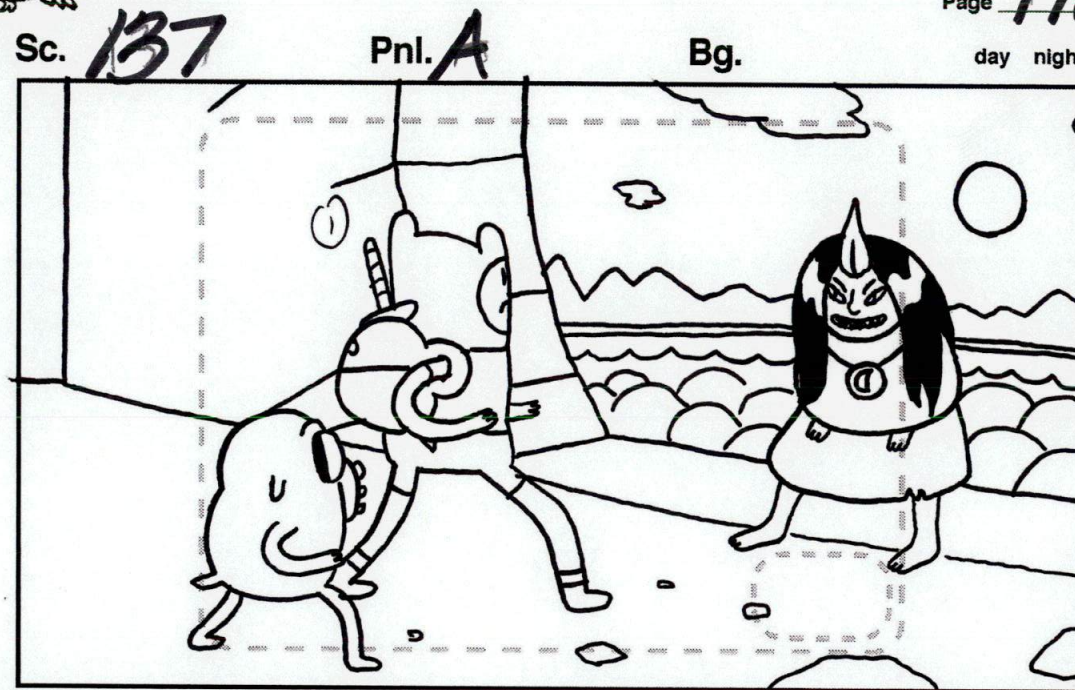
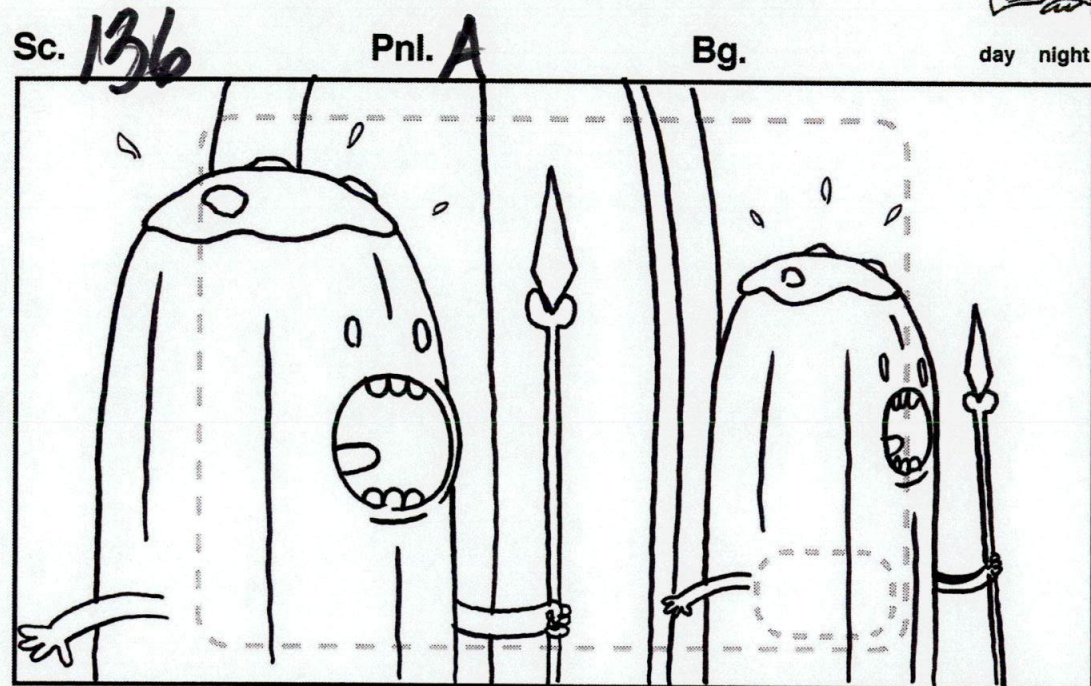
Production:

1034/217

ADVENTURE TIME



Page **192**

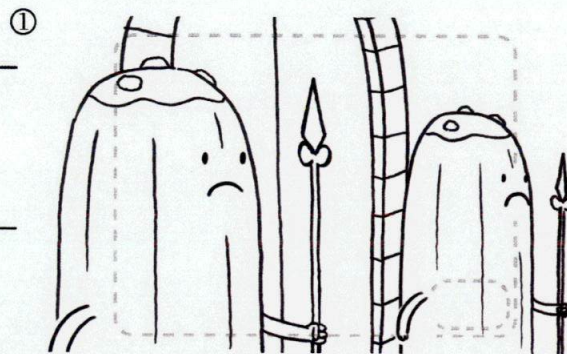


Dialog: **BG1+2/ AIEEE!!!**

moon / Heheheh

Action:

Timing:



APR 28 2015

EPISODE # **1034-217**

Production:

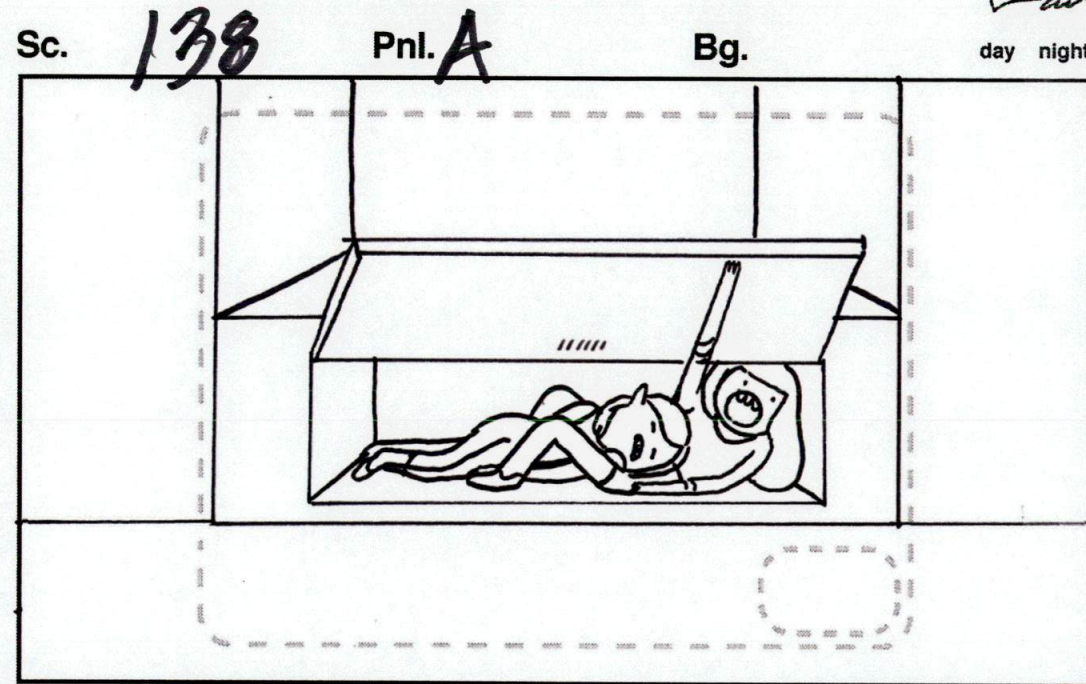
1034/217

1034/217

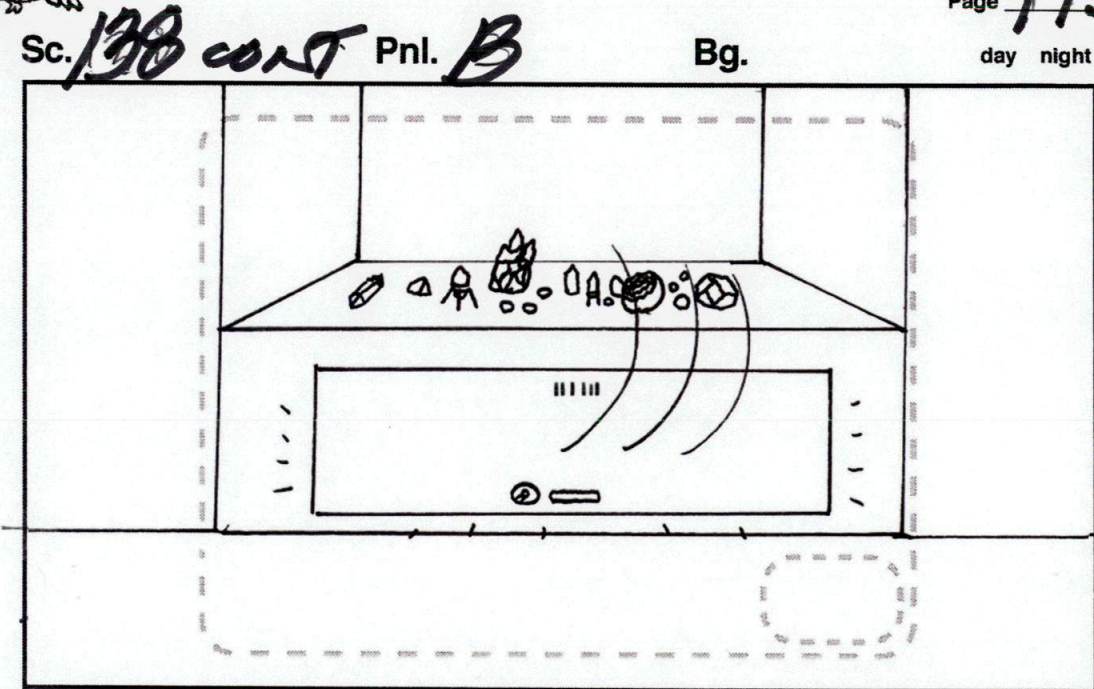
ADVENTURE TIME



Page 193
day night



day night



day night

Dialog: PB Hold her off 'till Marci wakes up!!

= SLAM =
SFX / (sound of lock combination spinning)

Action: - PB HIDES MARCELINE IN CABINET.

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

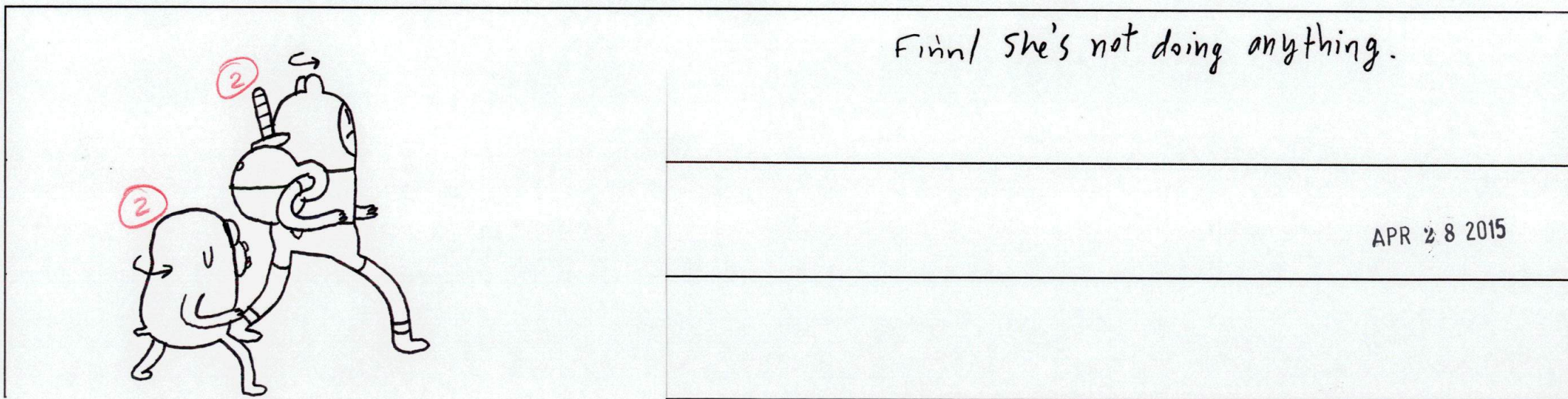
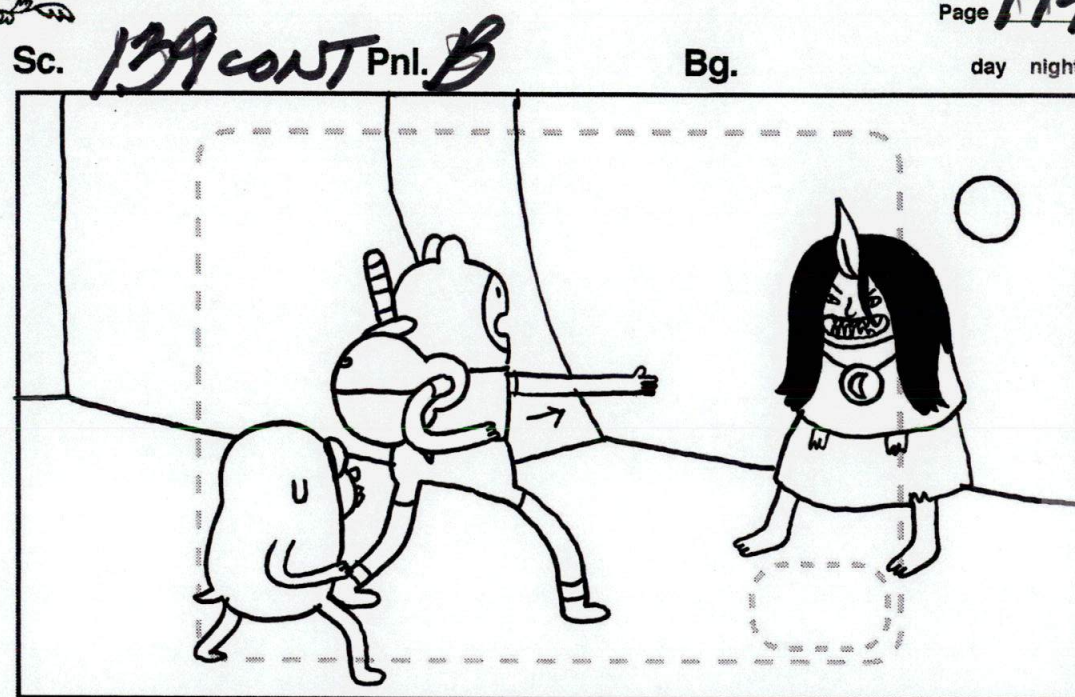
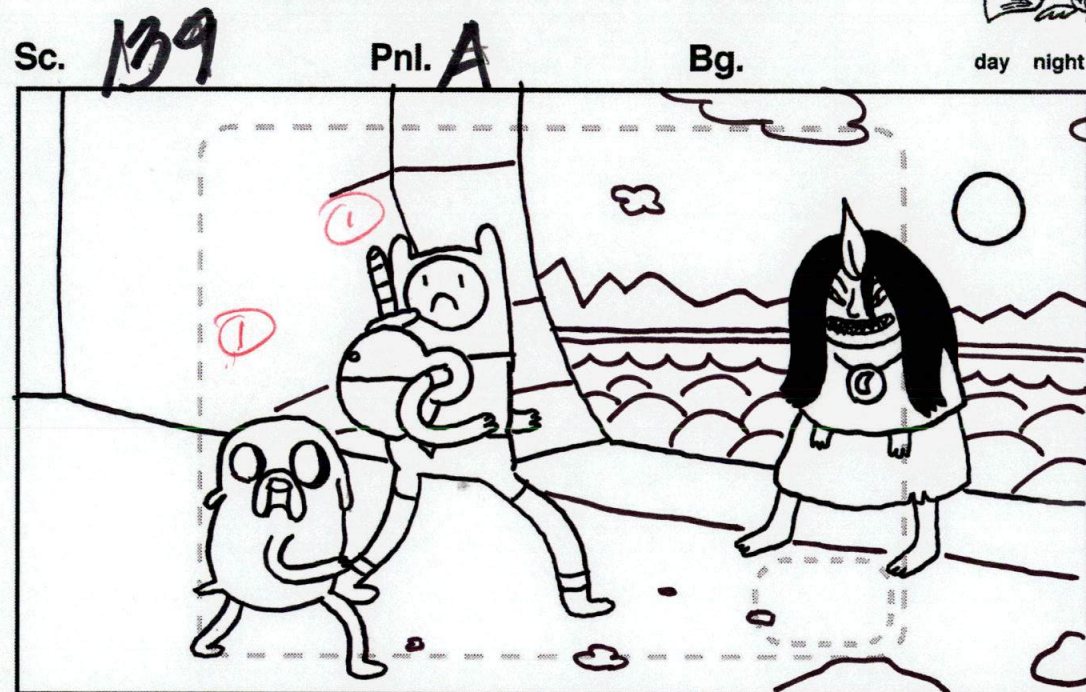
1034/217

1034/217

ADVENTURE TIME



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1034-217

EPISODE #

1034/217

Production:

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ADVENTURE TIME

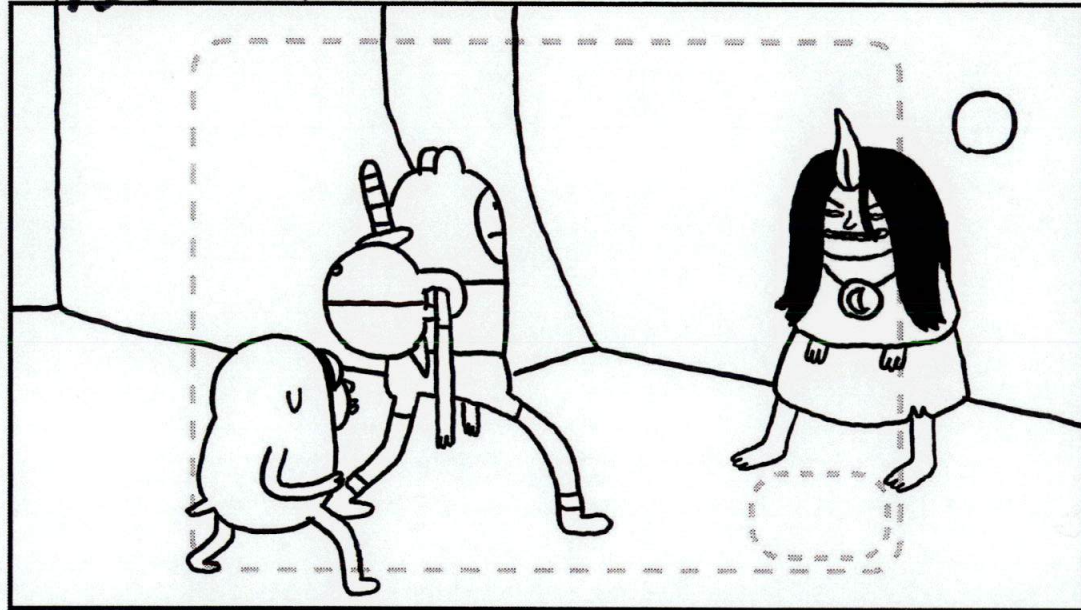


Page **195**

Sc. **139 CONT** Pnl. **C**

Bg.

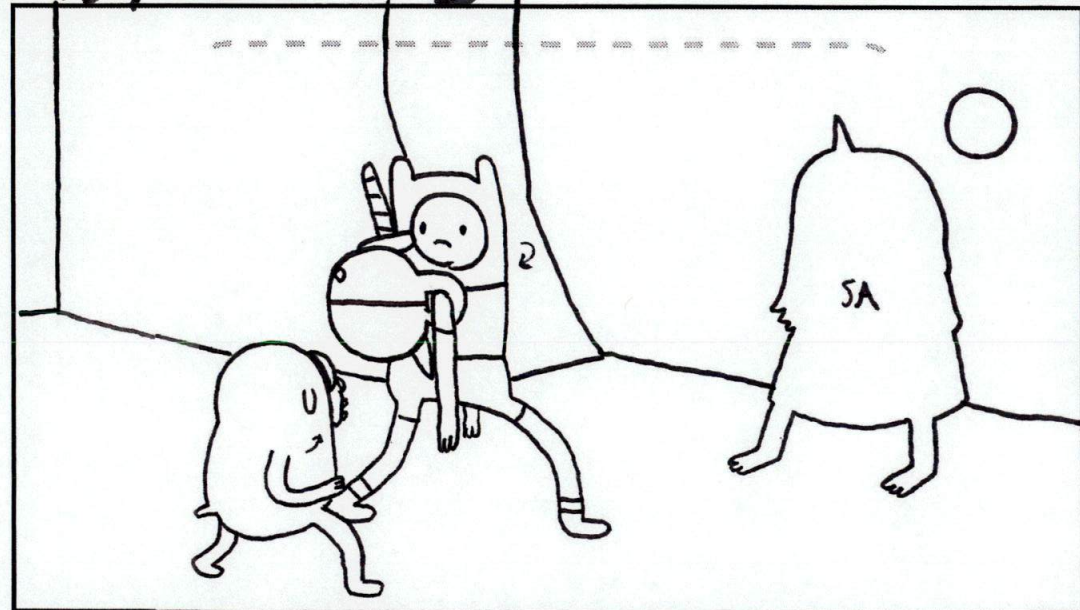
day night



Sc. **139 CONT** Pnl. **D**

Bg.

day night



Dialog:

(Beat)

Jake/ You gonna try something ?

Action:

APR 28 2015

Timing:

EPISODE #

1034-217

1034/217

Production:

1034/217

ADVENTURE TIME

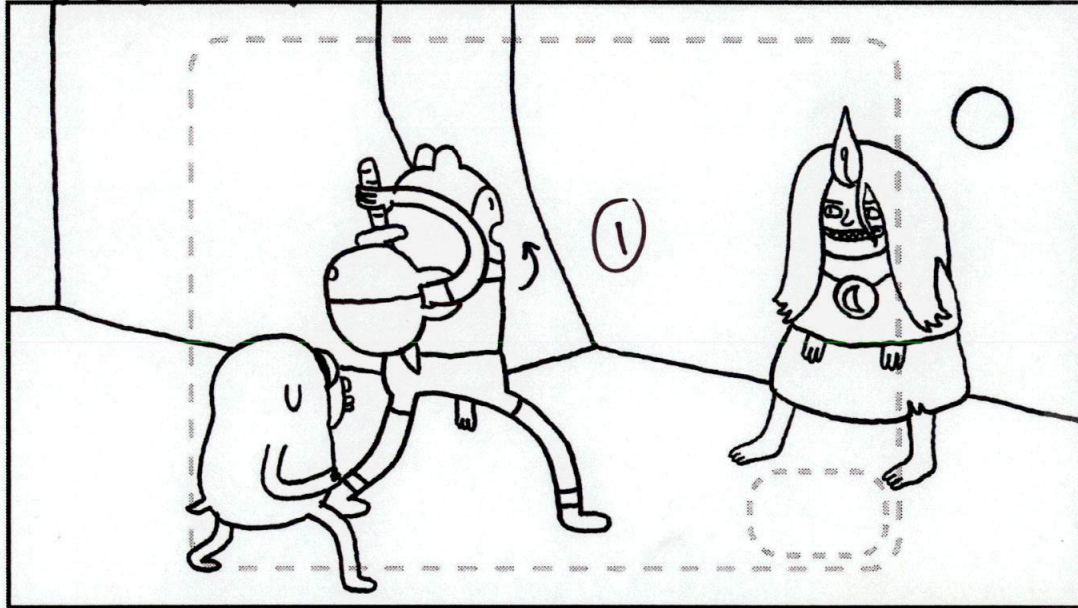


Page **196**

Sc. **139 CONT** Pnl. **E**

Bg.

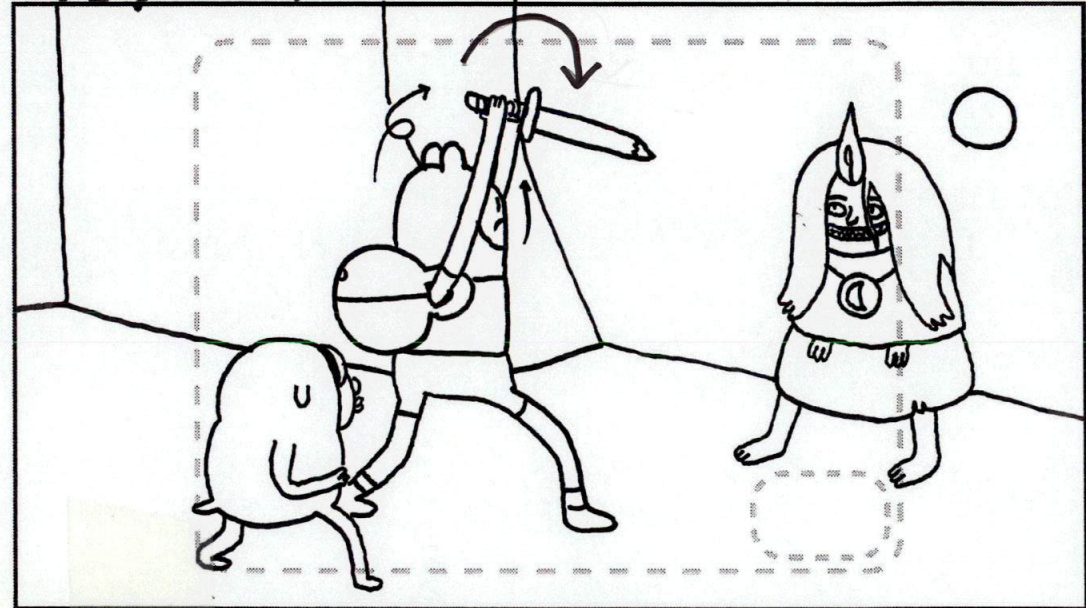
day night



Sc. **139 CONT** Pnl. **F**

Bg.

day night



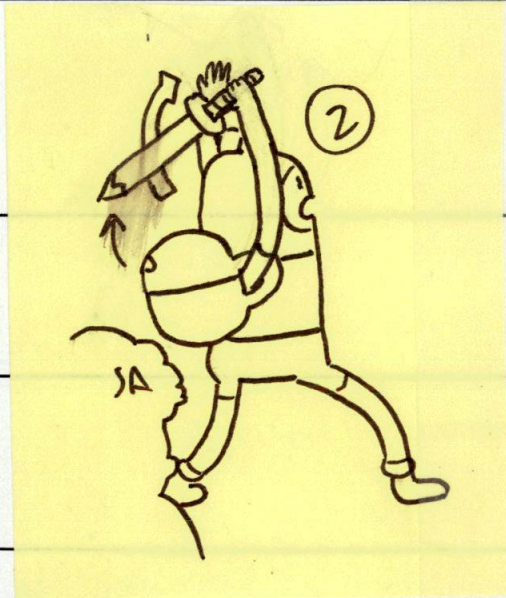
Dialog:

Finn / OK I guess

Action:

- F reach for stake sword

Timing:



APR 28 2015

1034-217

EPISODE #

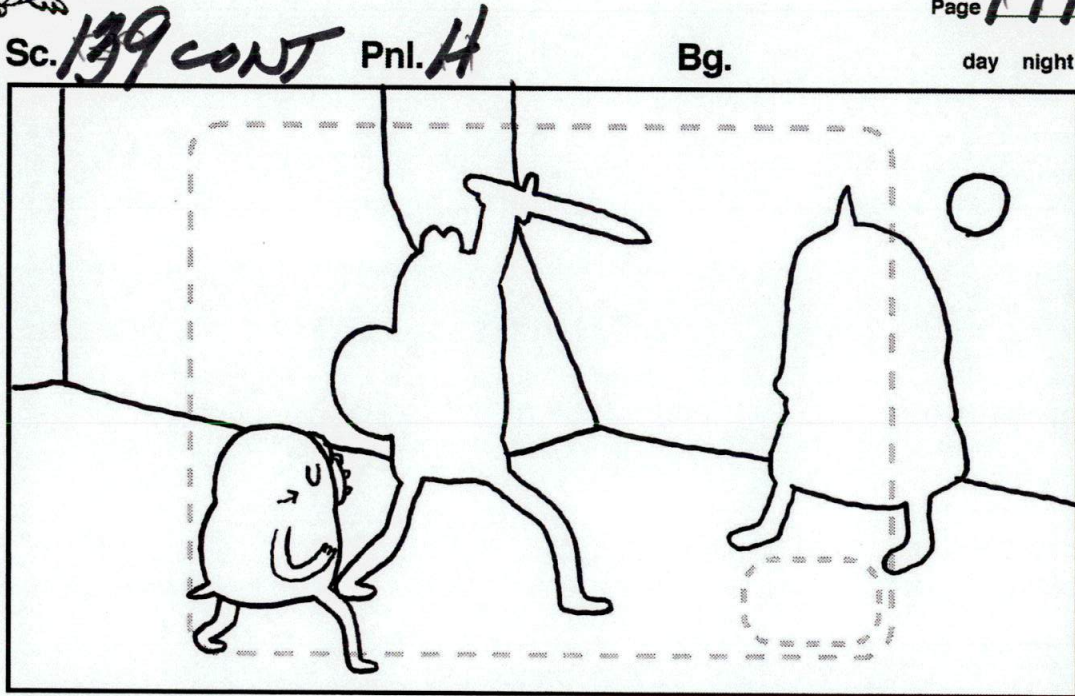
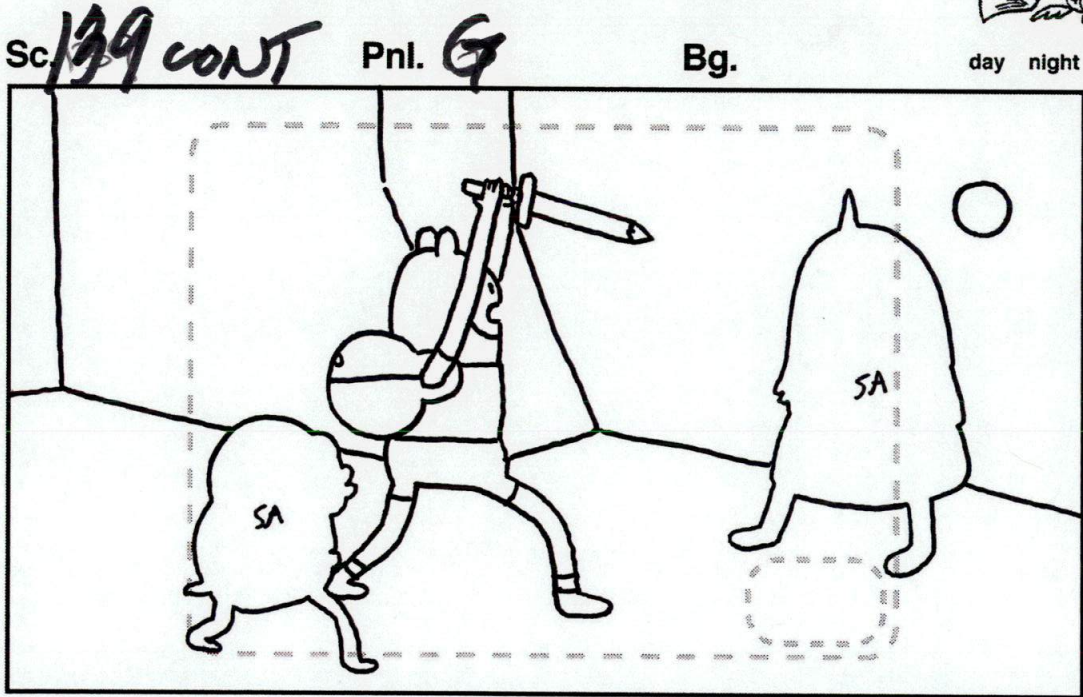
1034/217

Production:

1034/217

1034/217

ADVENTURE TIME



Dialog:
Action:
Timing:

APR 28 2015

1034-217

EPISODE #

1034/217

Production:

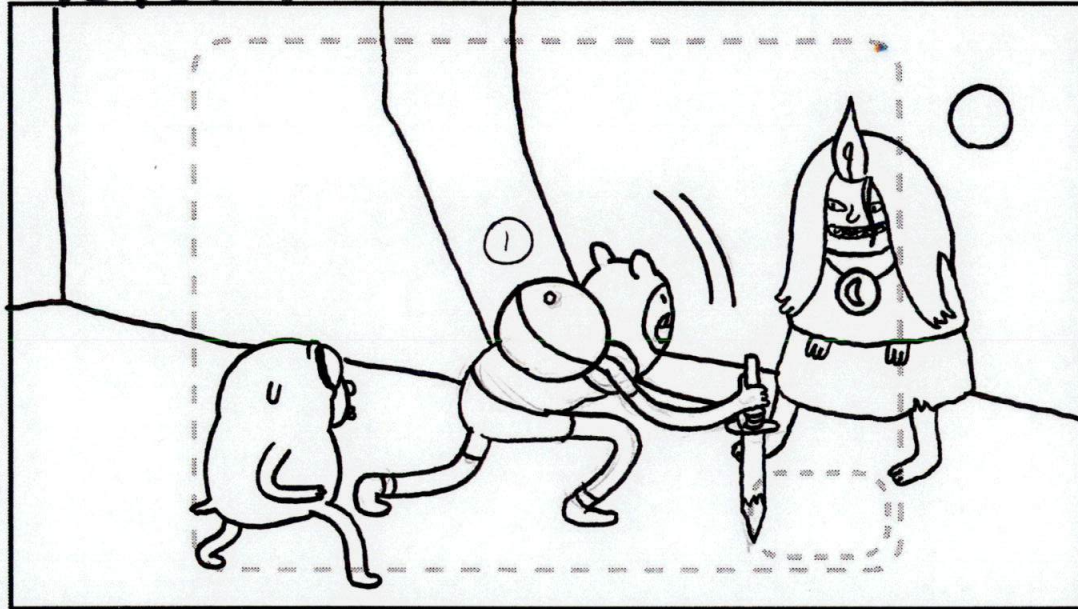
ADVENTURE TIME



Sc. **139 cont** Pnl. **I**

Bg.

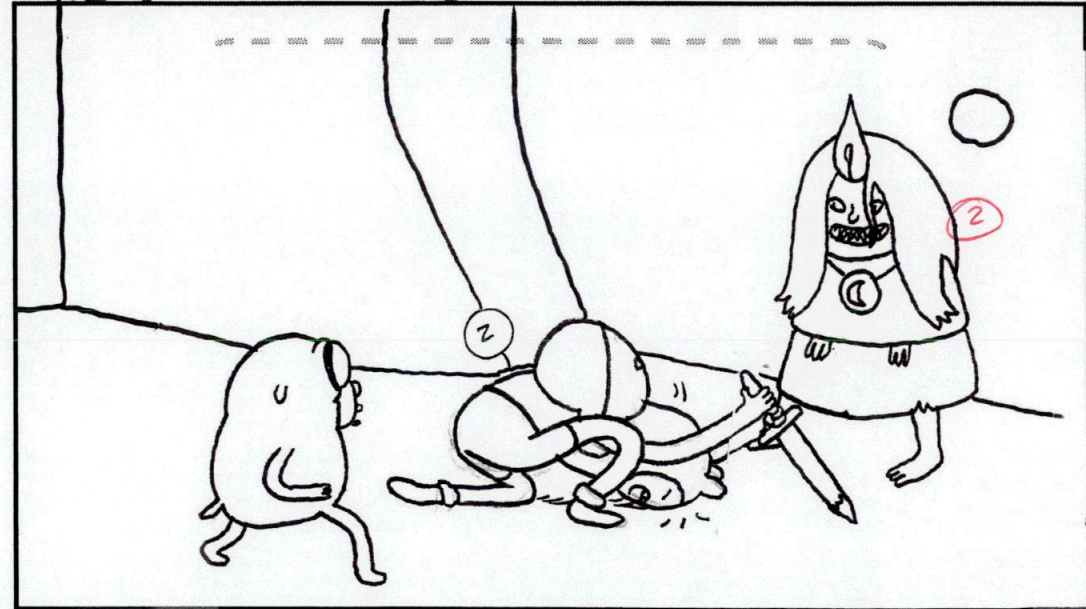
day night



Sc. **139 cont** Pnl. **J**

Bg.

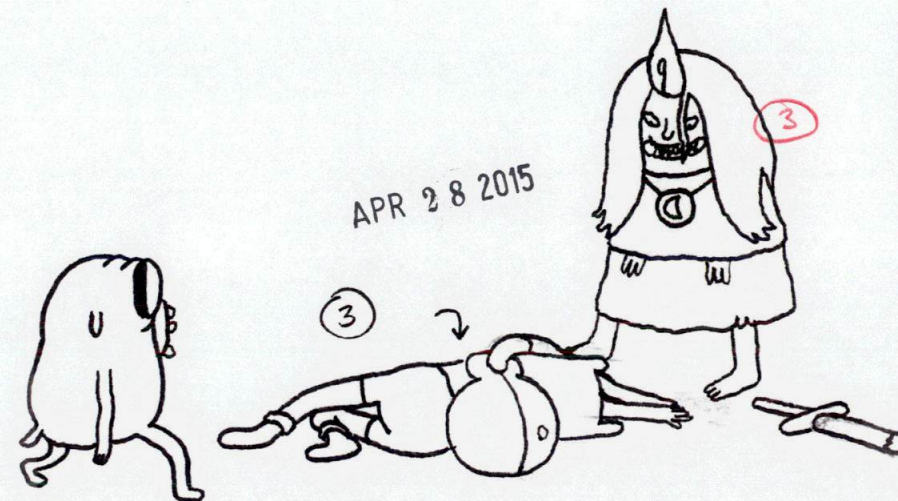
day night



Dialog: Finn / WHOOPS!

Action: finn collapses on his face

Timing:



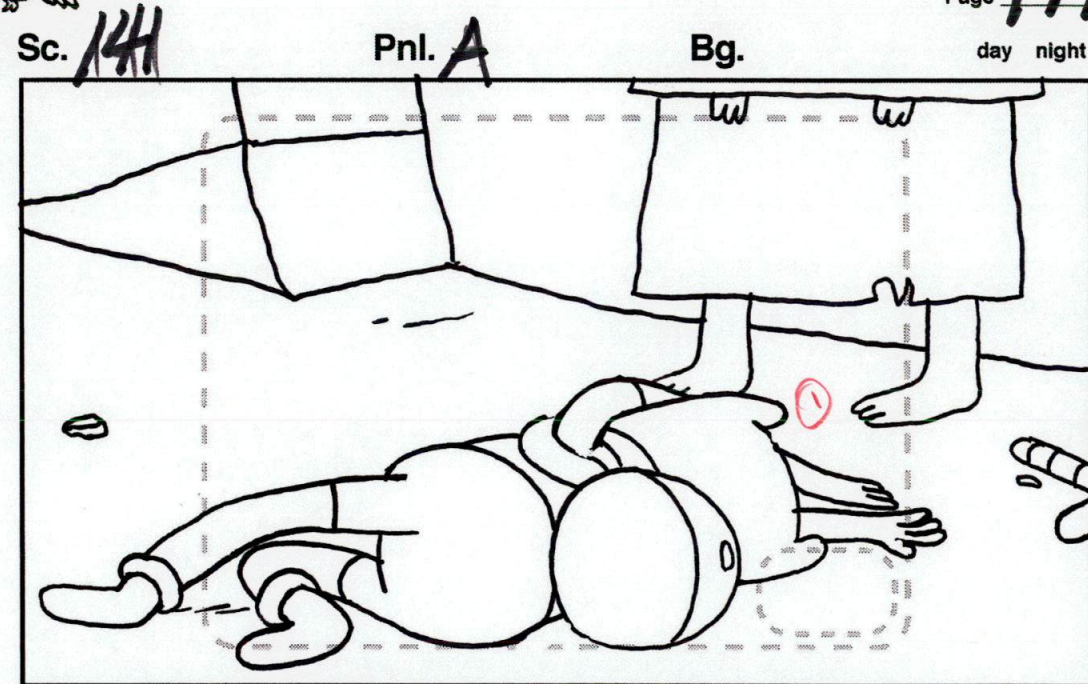
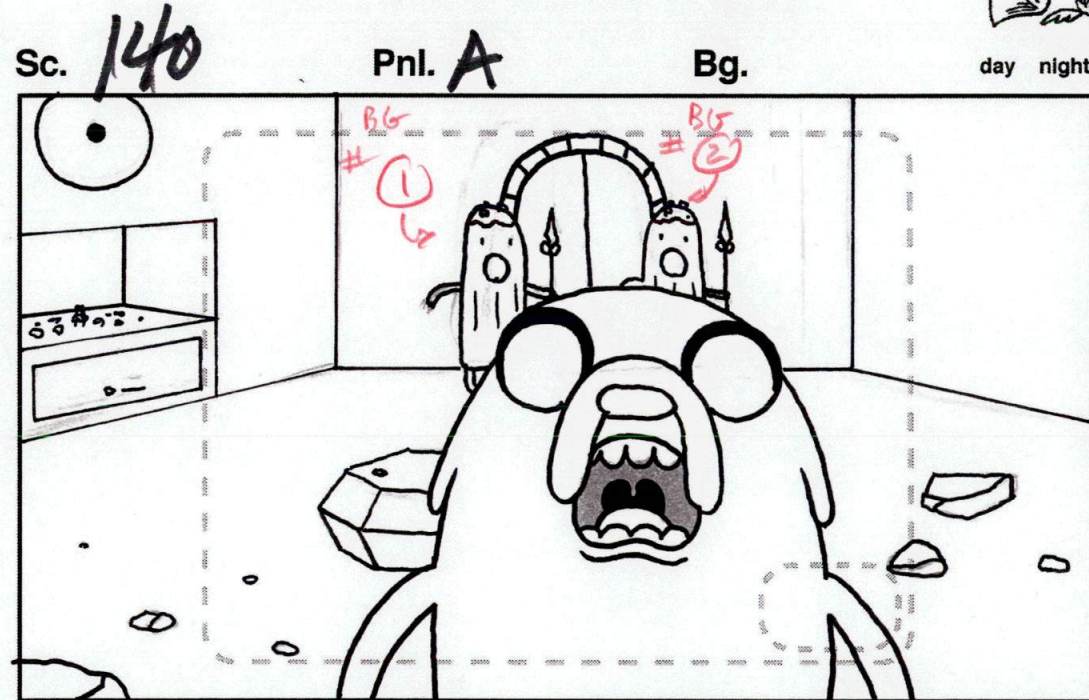
EPISODE # 1034-217

Production:

ADVENTURE TIME



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Dialog: Jake/ WHAT WAS THAT!?

F/ I...don't know man I think I just tapped out!

Action:

Timing:

APR 28 2015



EPISODE #

Production:

1034-217

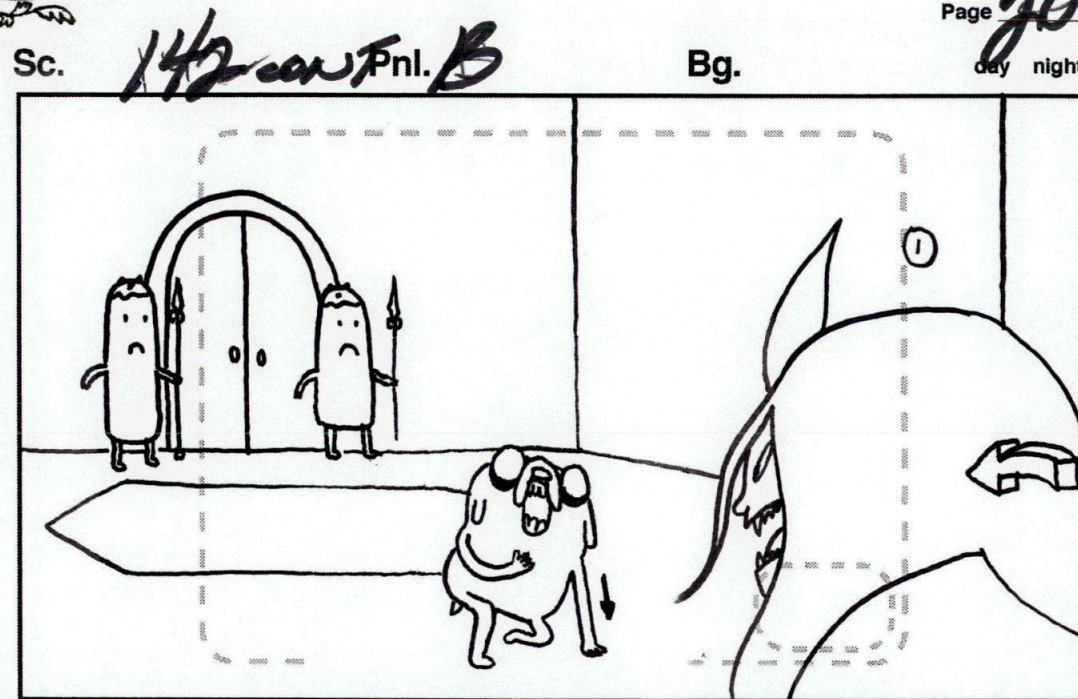
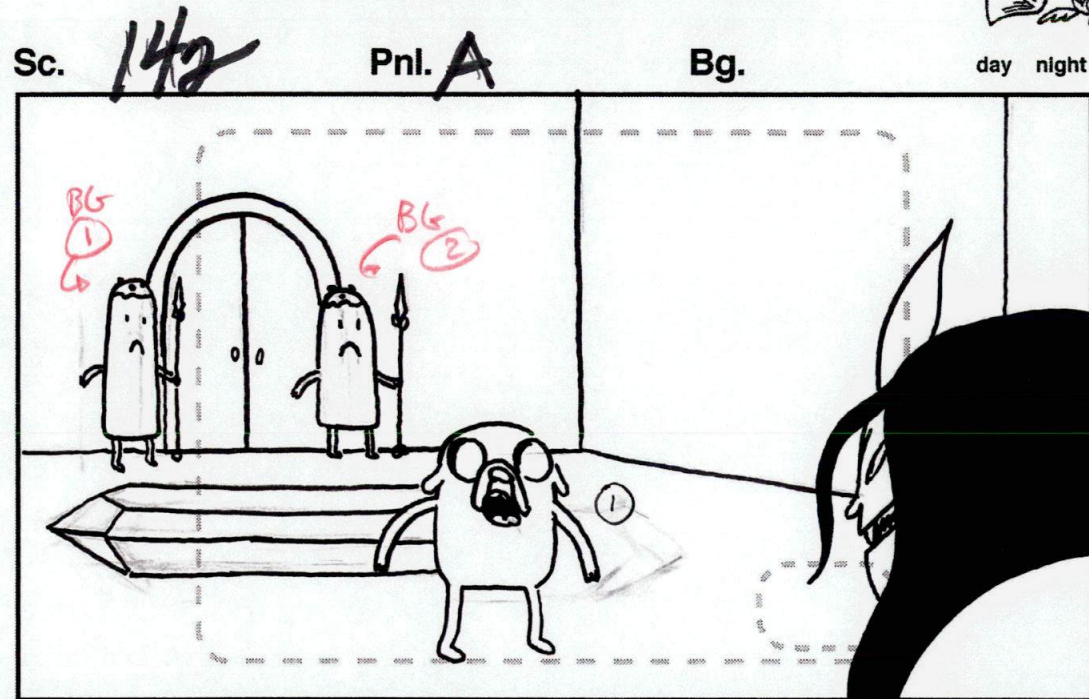
1034/217

1034/217

ADVENTURE TIME



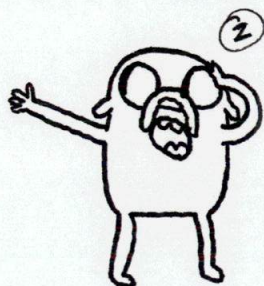
Page **200**
day night



Dialog: J / "TAP OUT"? When do you ever tap out??

MOON / OPIGS
Jake / ② : GASP:

Action:



Timing:

-JAKE COWARDS



APR 28 2015

EPISODE #

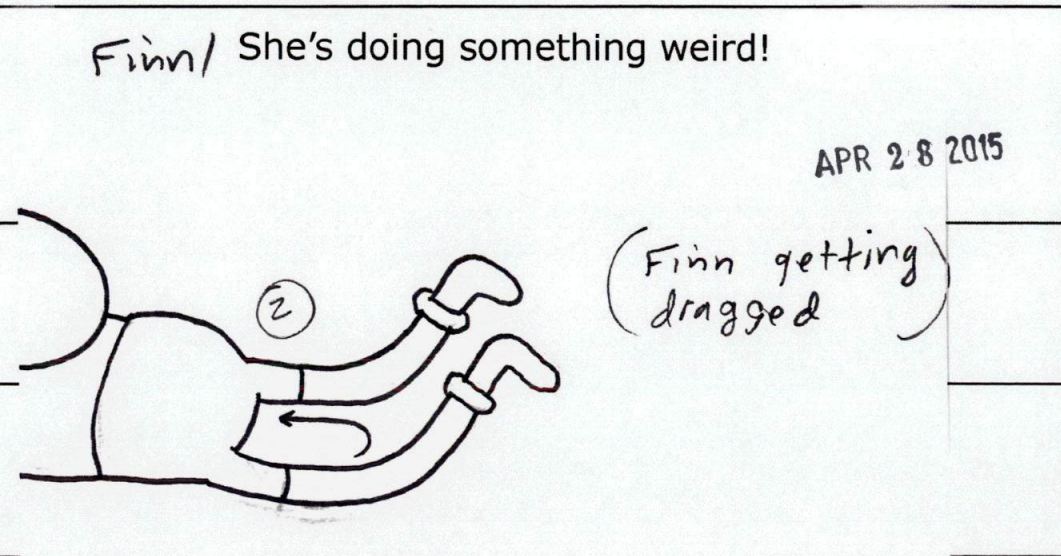
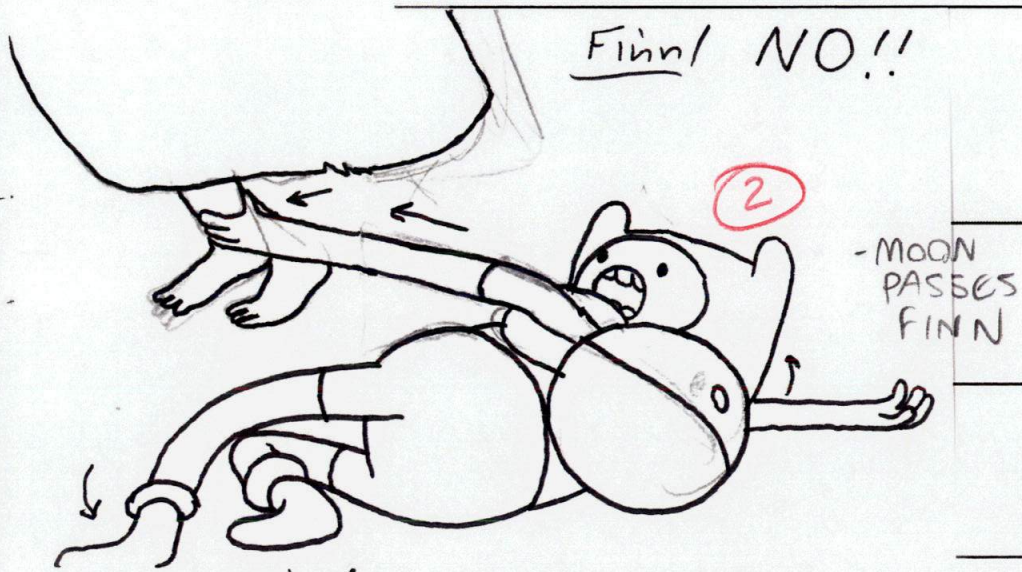
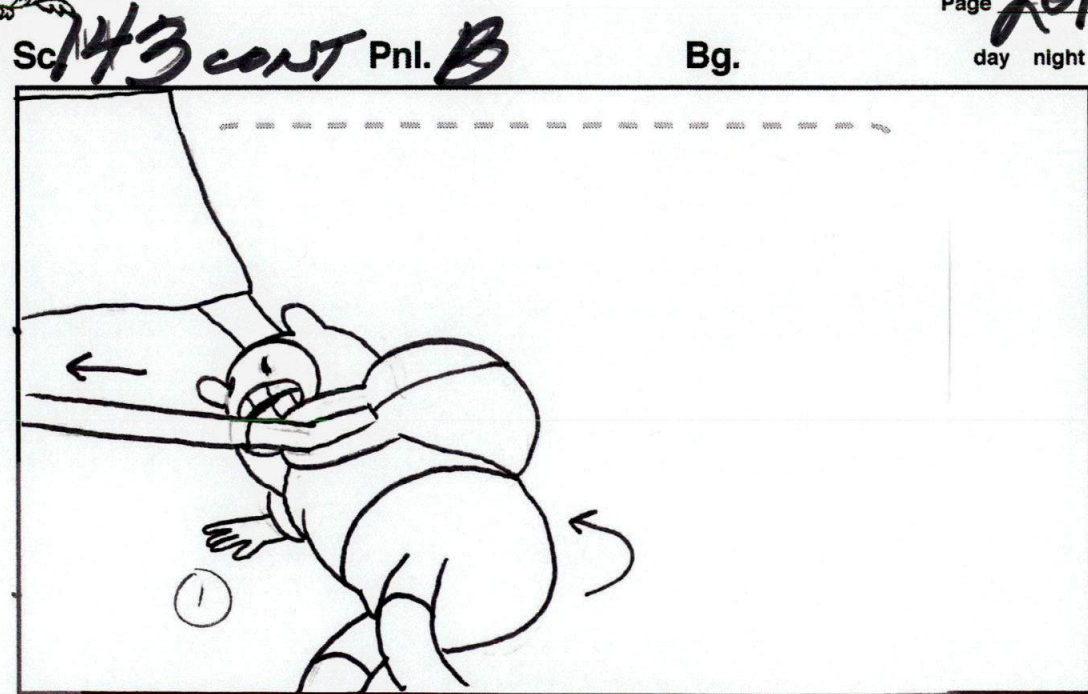
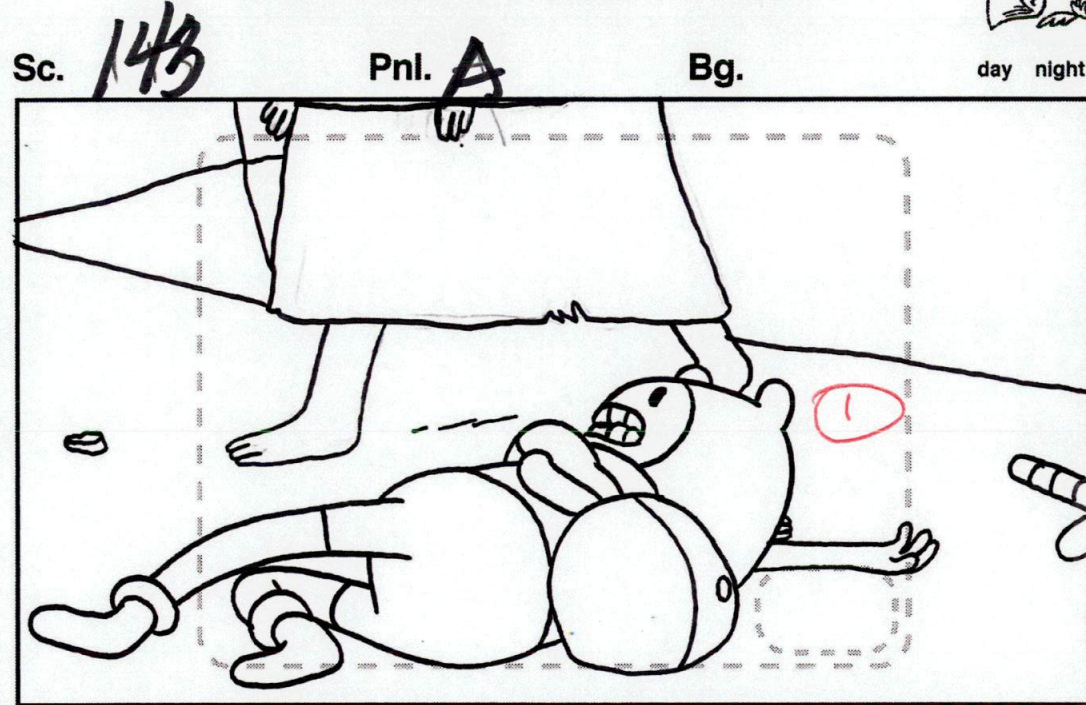
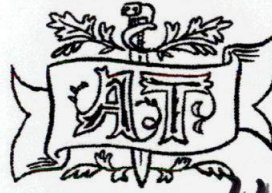
Production:

1034-217

1034/217

1034/217

ADVENTURE TIME



APR 28 2015

EPISODE # **1034-217**

Production:

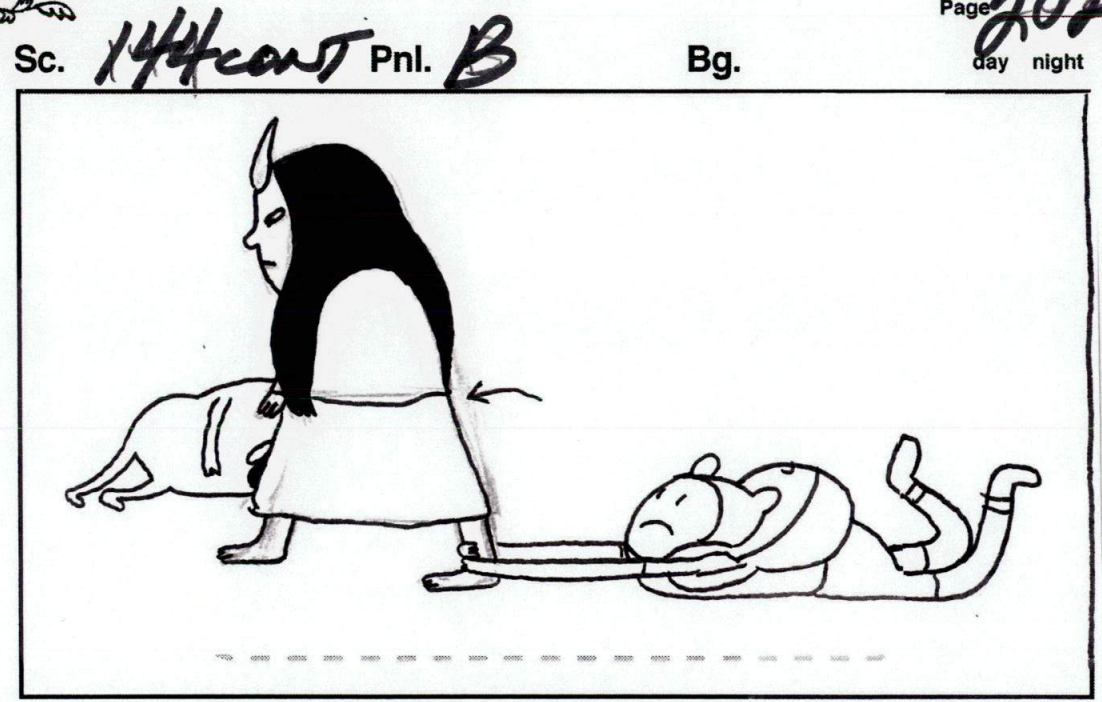
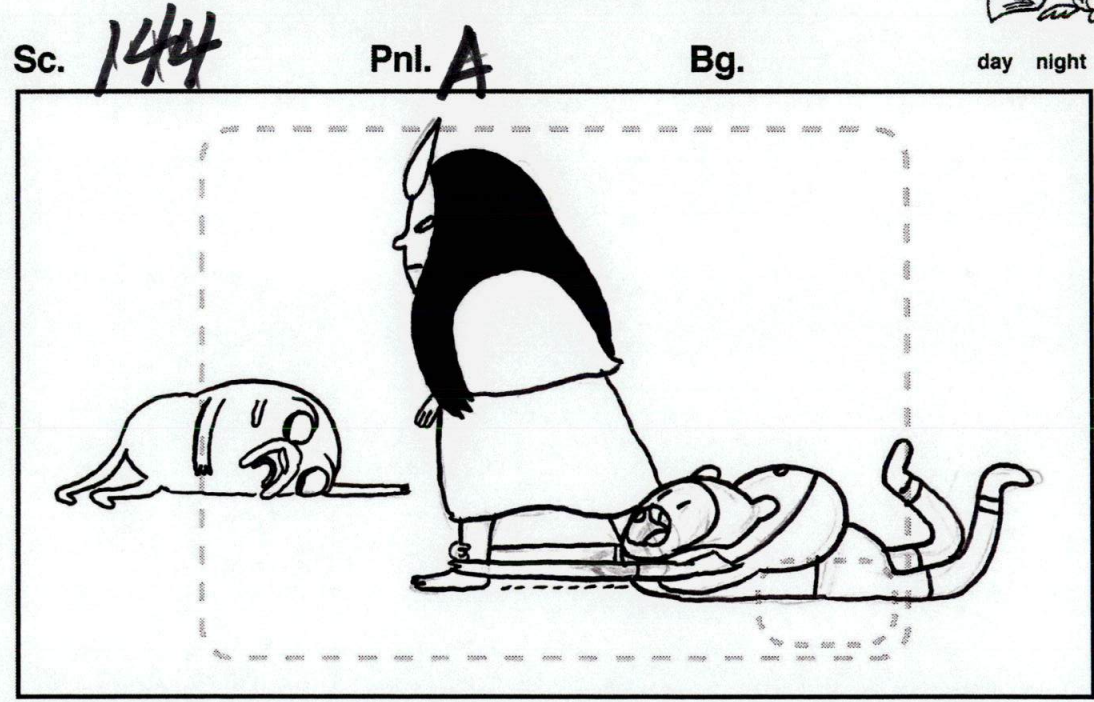
1034/217

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ADVENTURE TIME



Page **202**
day night



Dialog:	<u>Finn</u> / Jake, help!	<u>Jake</u> / I can't !
Action:		
Timing:		

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Production: 1034/217

1034/217

ADVENTURE TIME



Page **209**
day night

Sc. **144 cont** Pnl. **C**

Bg.

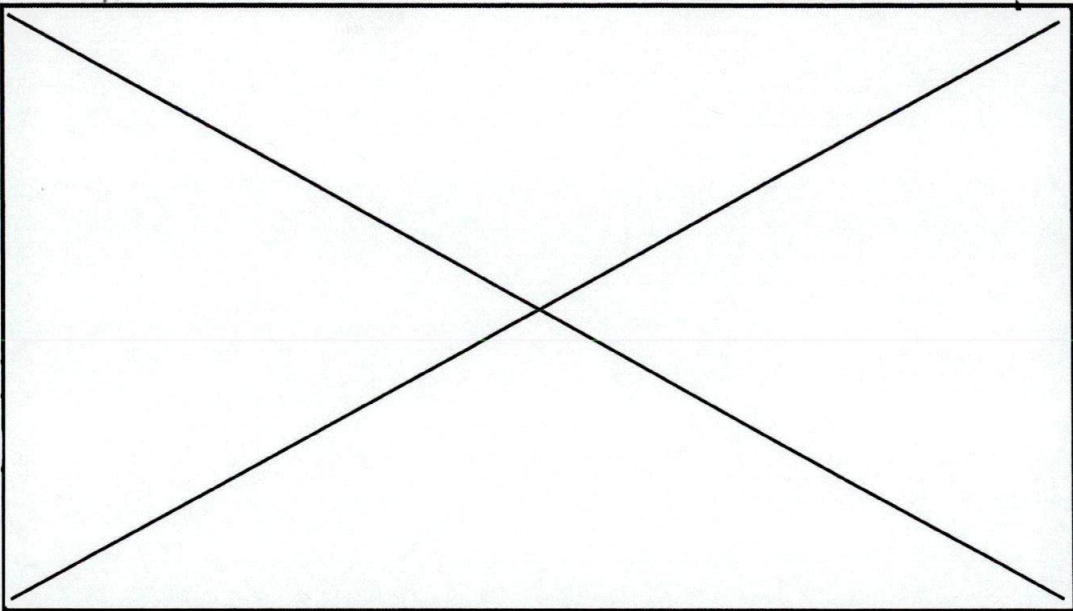
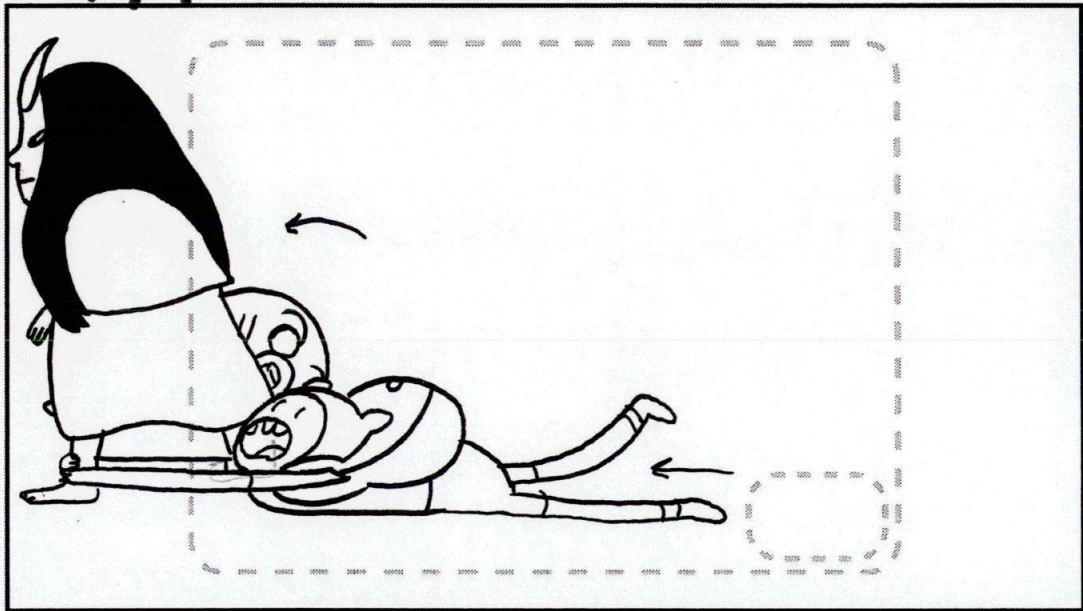
day night

Sc. OUT

Pnl.

Bg.

day night



Dialog: Finn/ Whaddya mean?!

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

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1034/217

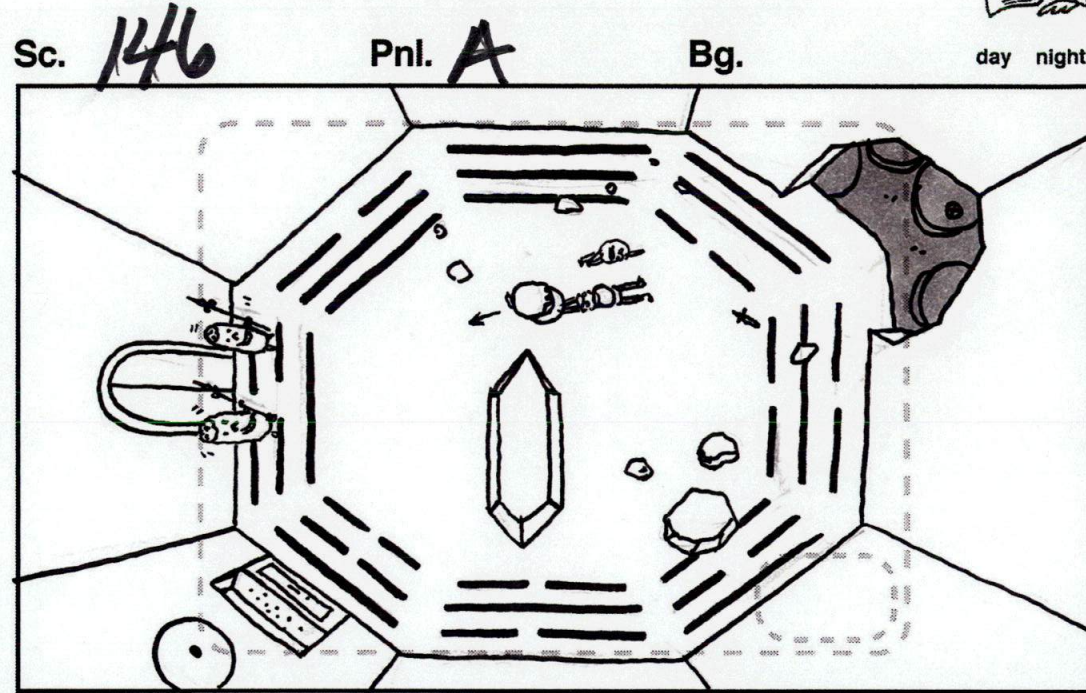
1034/217

1034/217

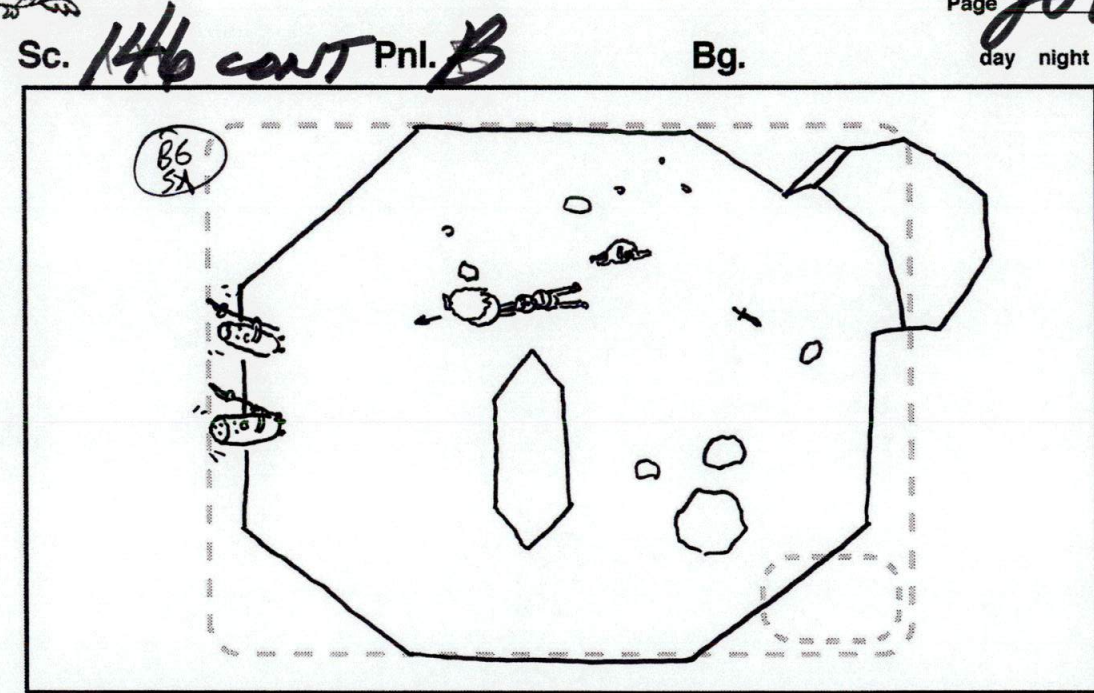
ADVENTURE TIME



Page **204**
day night



day night



day night

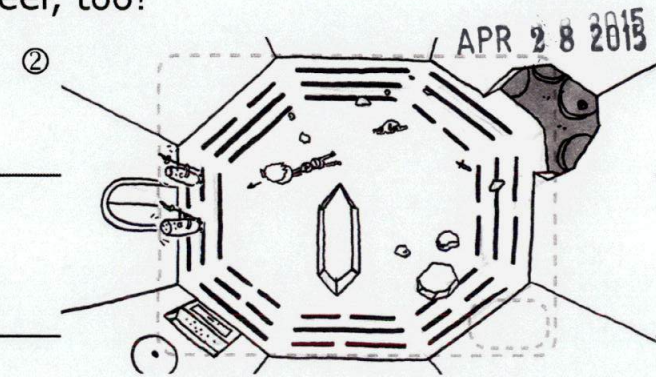
Dialog: Jake: I feel like I'm in a slow motion terror dream!

Finn: That's how i feel, too!

Action:

- Banana guards quivering
- Moon walking towards banana guards

Timing:



EPISODE #

Production:

1034-217

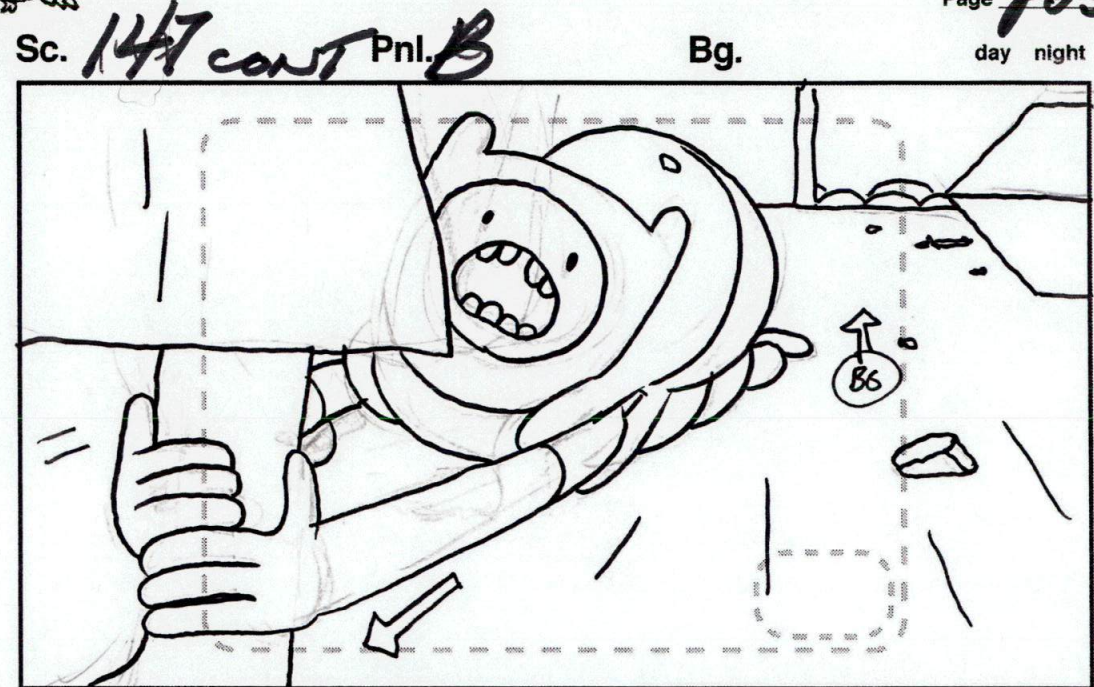
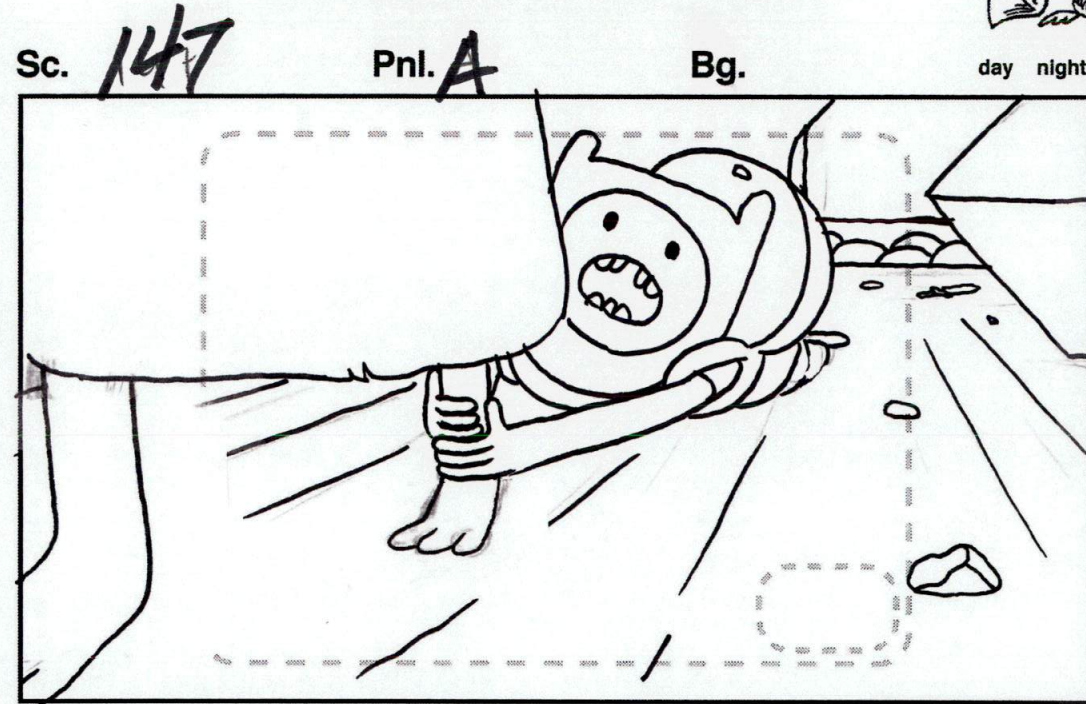
1034/217

1034/217

ADVENTURE TIME



Page **205**



Dialog: Finn Banana Guards -

Finn HELP!

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

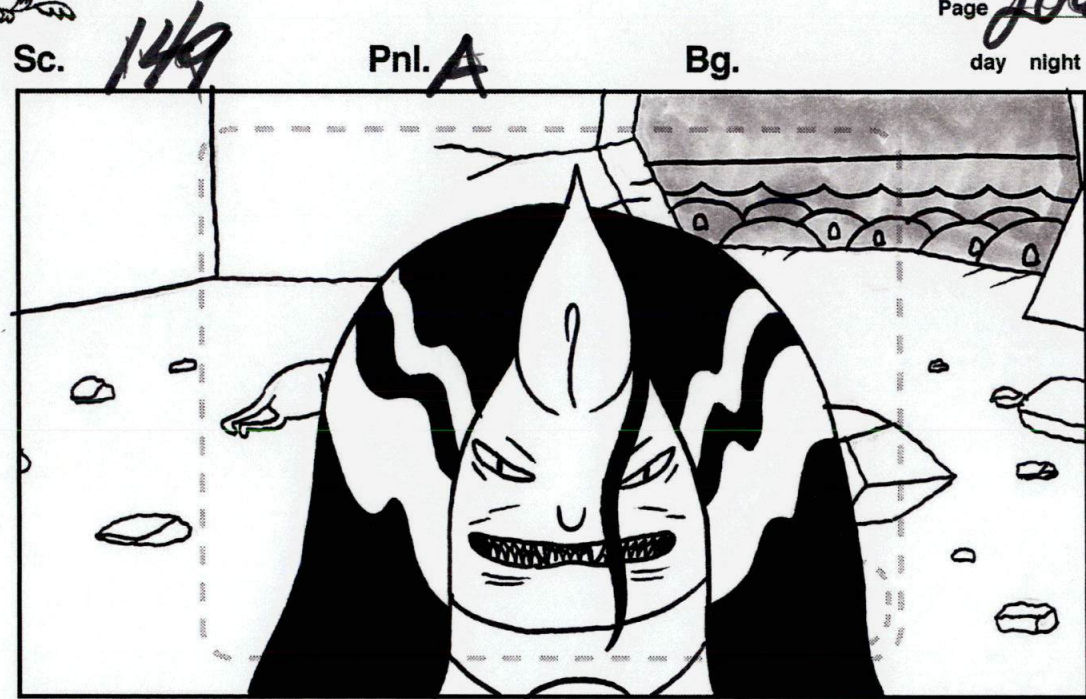
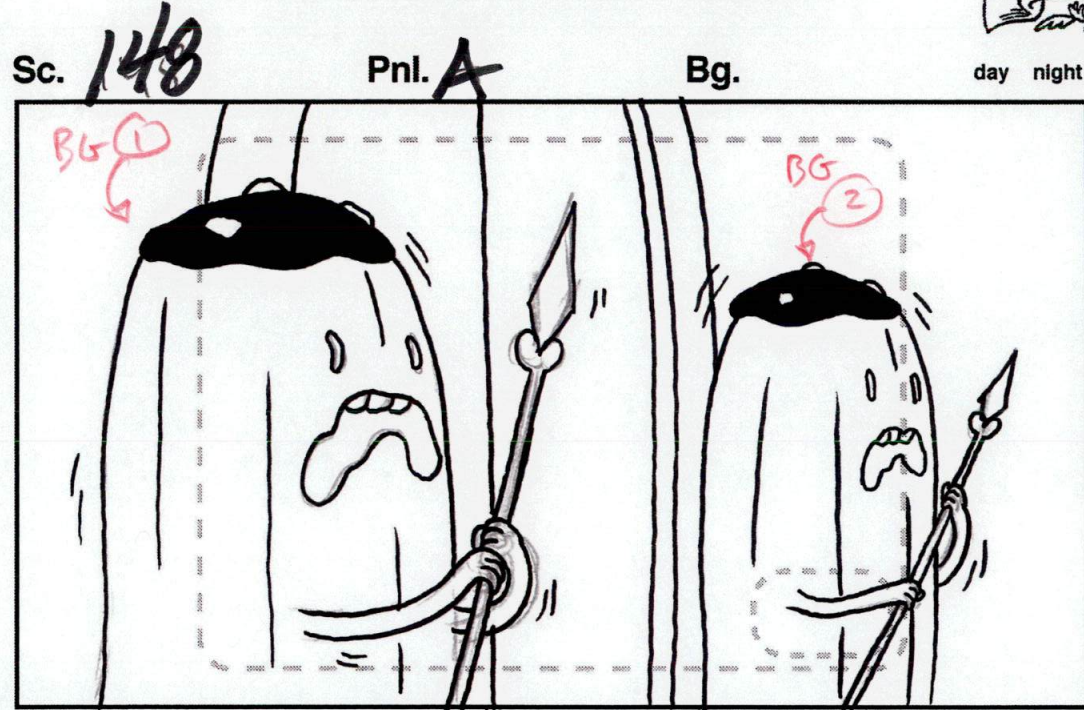
Production:

1034/217

ADVENTURE TIME

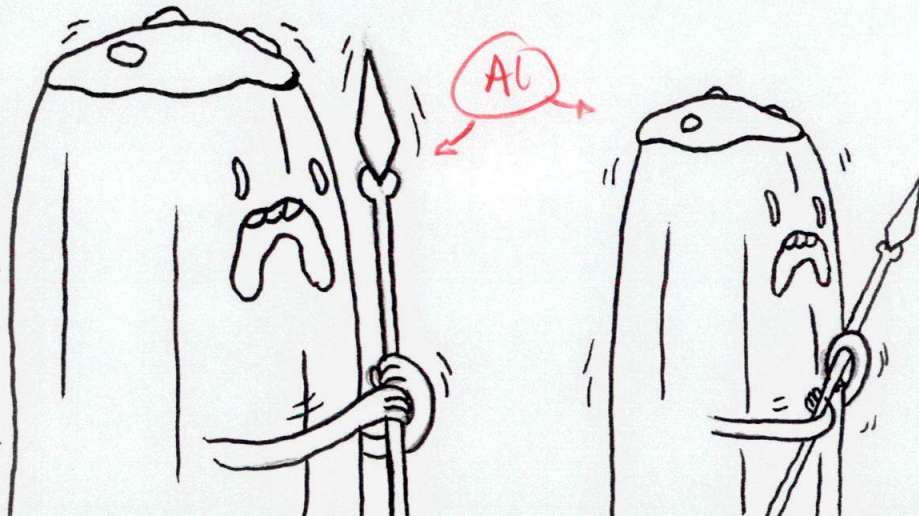


Page **206**
day night



Dialog:

BG1+2 / UHHH



- B'G GUARDS
TREMBLE
W/ FEAR.

APR 28 2015

1034-217

EPISODE #

1034/217

Production:

1034/217

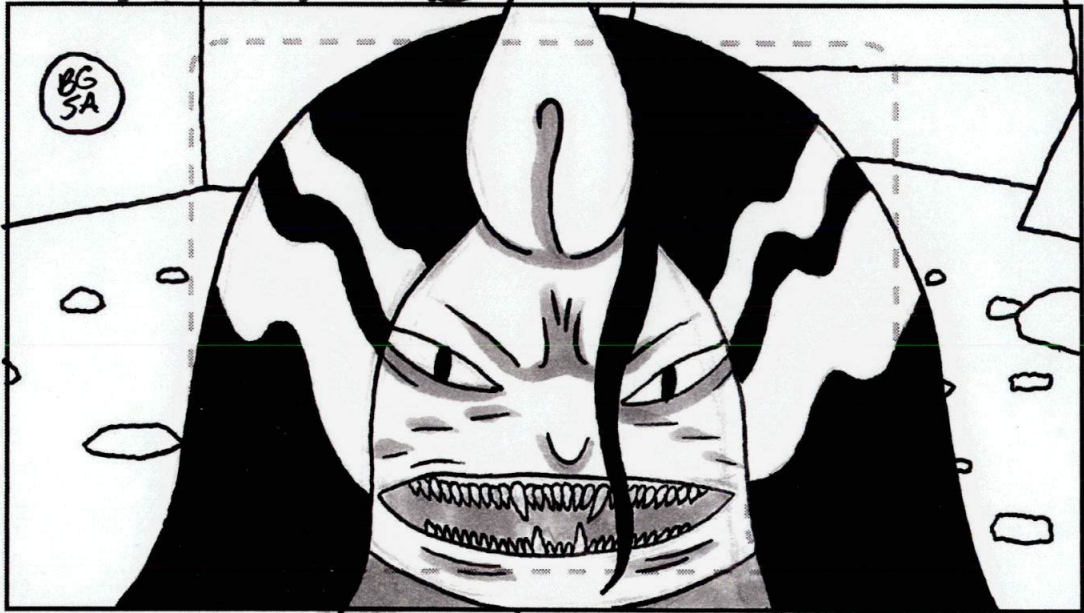
ADVENTURE TIME



Sc. 149 CONT Pnl. B

Bg.

day night



Dialog:

MOON/ :Hiss:

Action:

-MOON APPROACHES CAM.

Timing:

Sc. 150

Pnl. A

Bg.

day night



BG1+2/ A AAA

APR 28 2015

ADVENTURE TIME

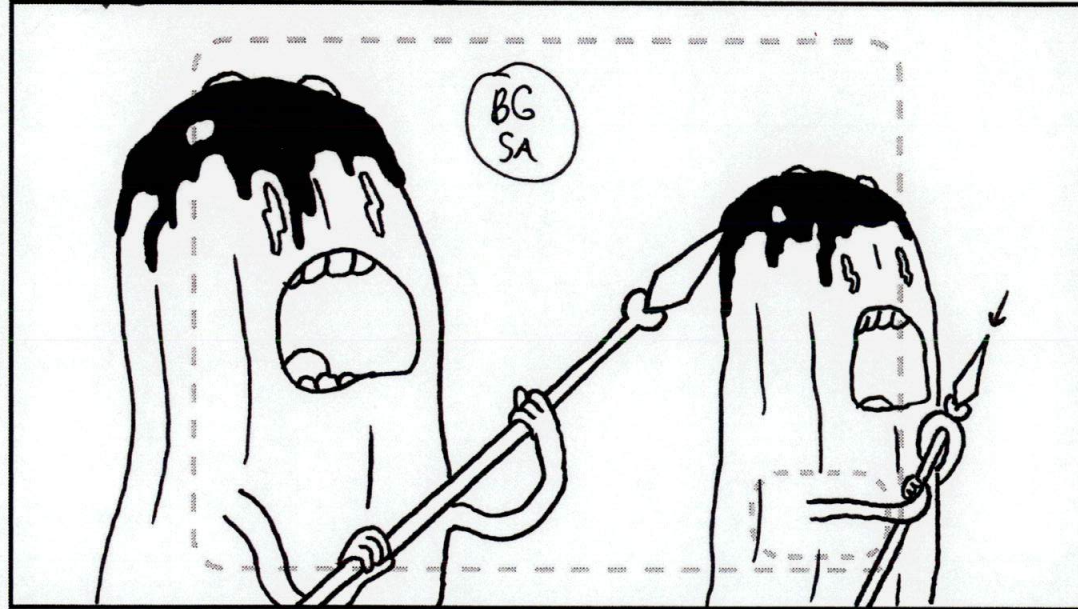


Page **208**
day night

Sc. **150 CONT** Pnl. **B**

Bg.

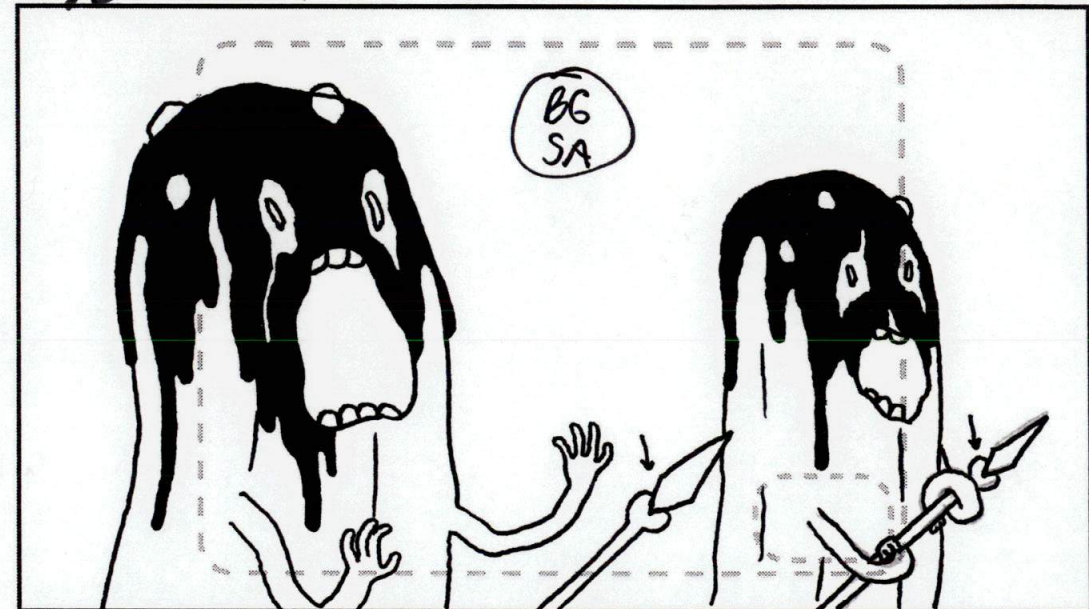
day night



Sc. **150 CONT** Pnl. **C**

Bg.

day night



Dialog:

BGI+Z/ AAA ————— AAGLORBLE

Action:

- CHOCOLATE MELTS OVER THEIR FACES.

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

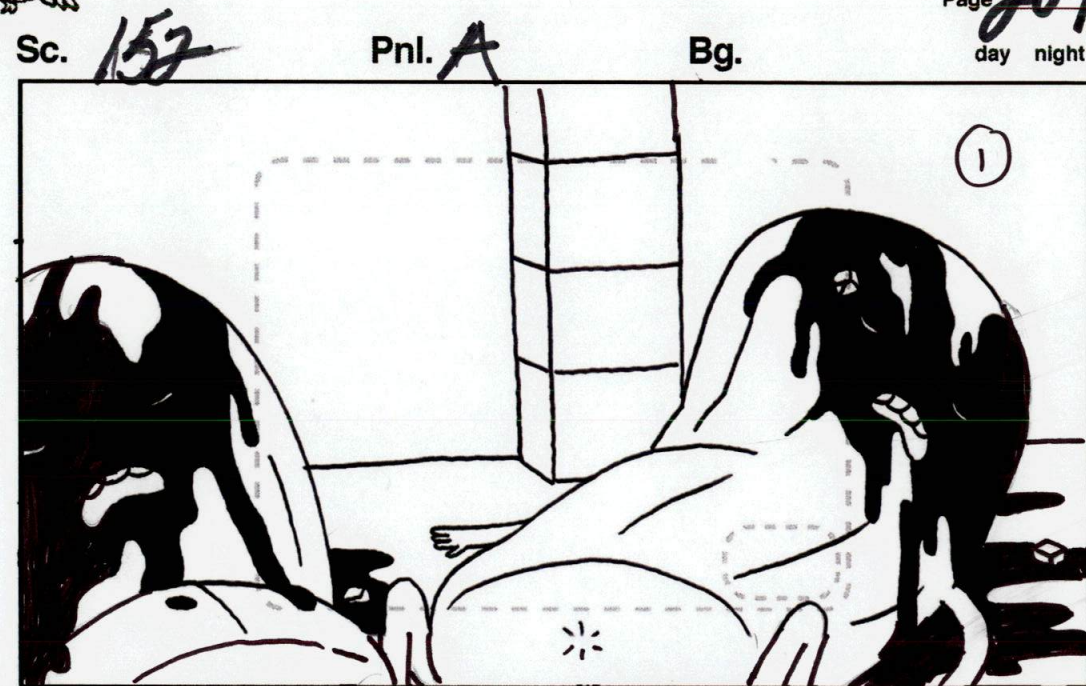
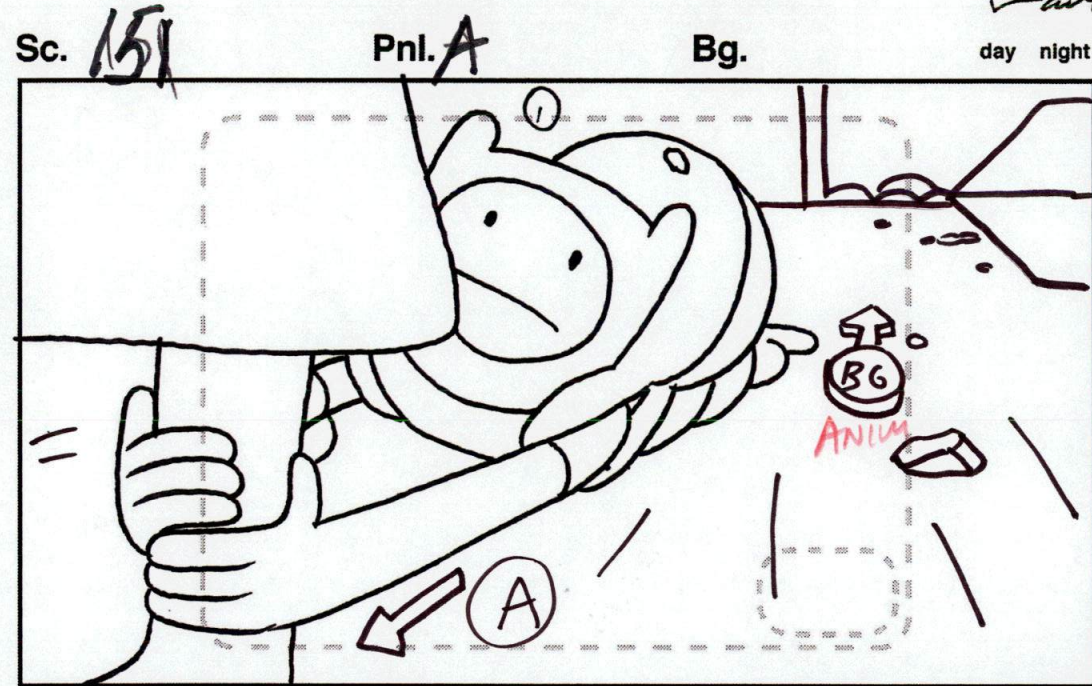
Production:

1034/217

ADVENTURE TIME



Page **209**
day night



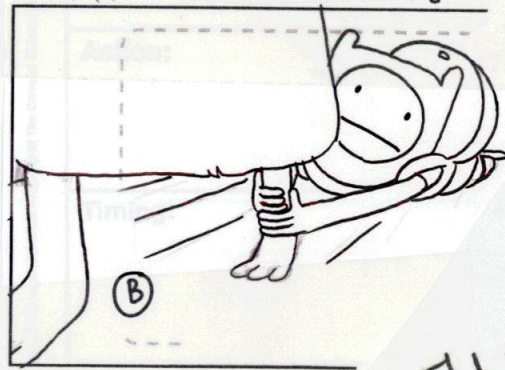
Dialog:

Finn (Vurps in his mouth)

(3) GHUH! =

-MOON WALK CYCLE
THROUGHOUT
SCENE

(A+B)



- B GUARD LICKS CHOCOLATE.

APR 2-8 2015

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1034/217

1034/217

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ADVENTURE TIME

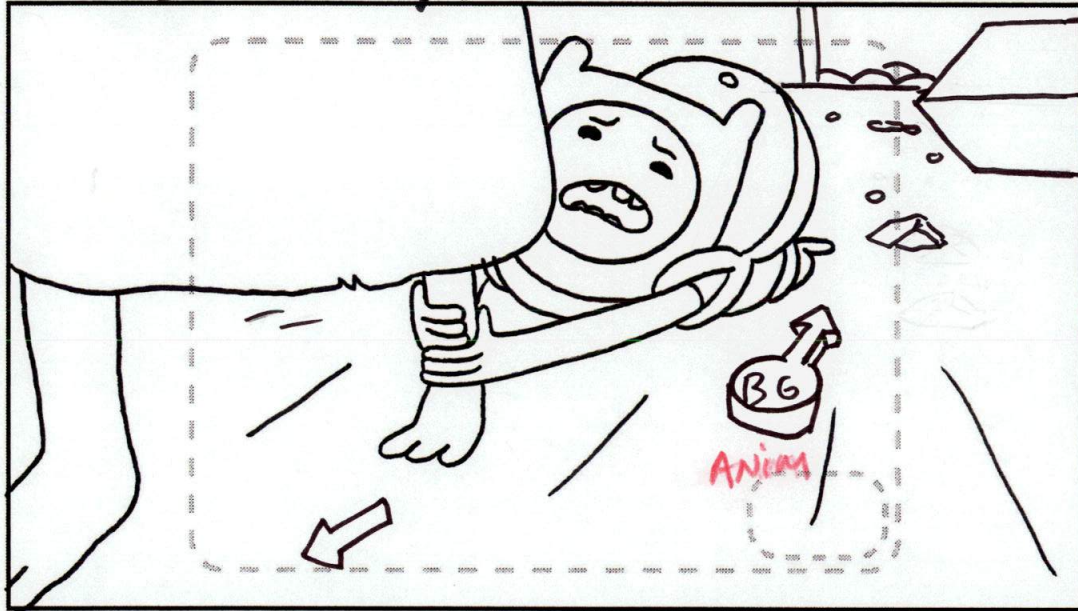


Sc. 153

Pnl. A

Bg.

day night

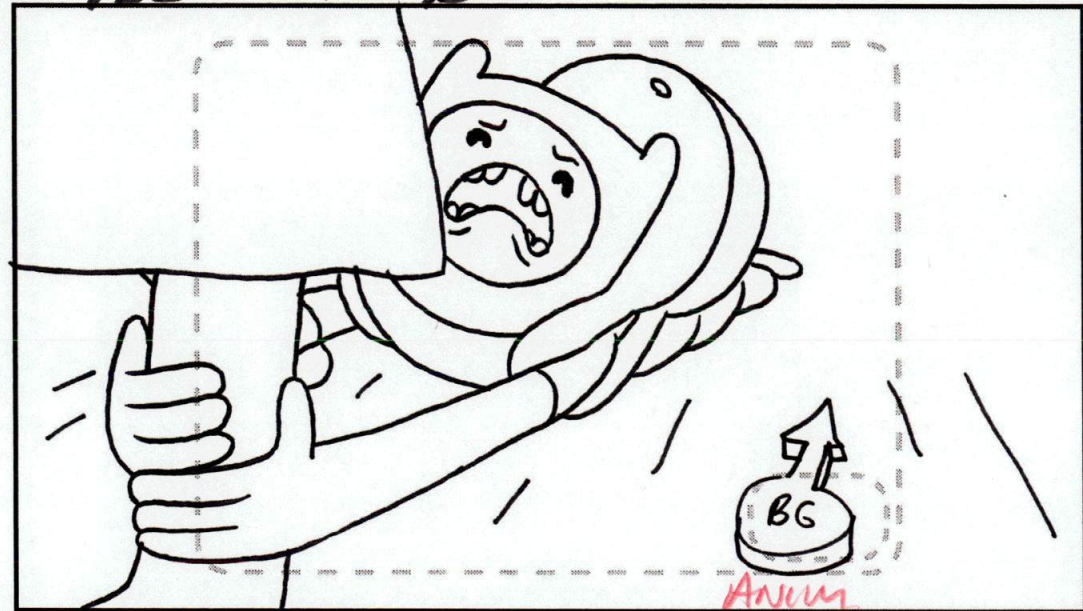


Sc. 153 cont

Pnl. B

Bg.

Page 210
day night



Dialog:

Finn Princess, I can't stop her!

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

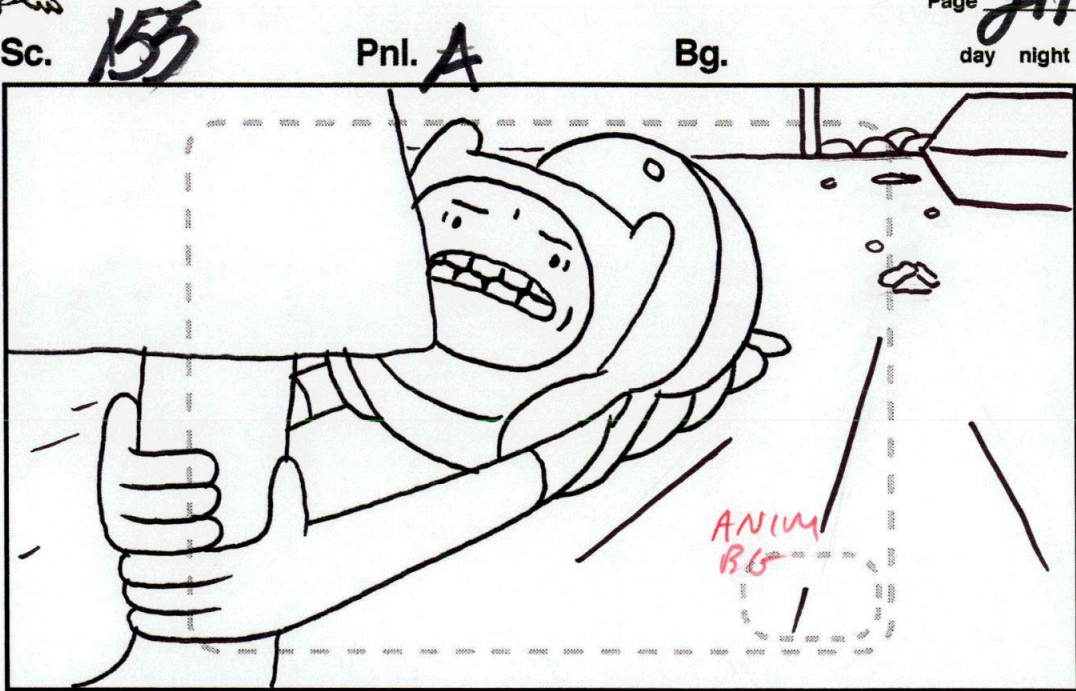
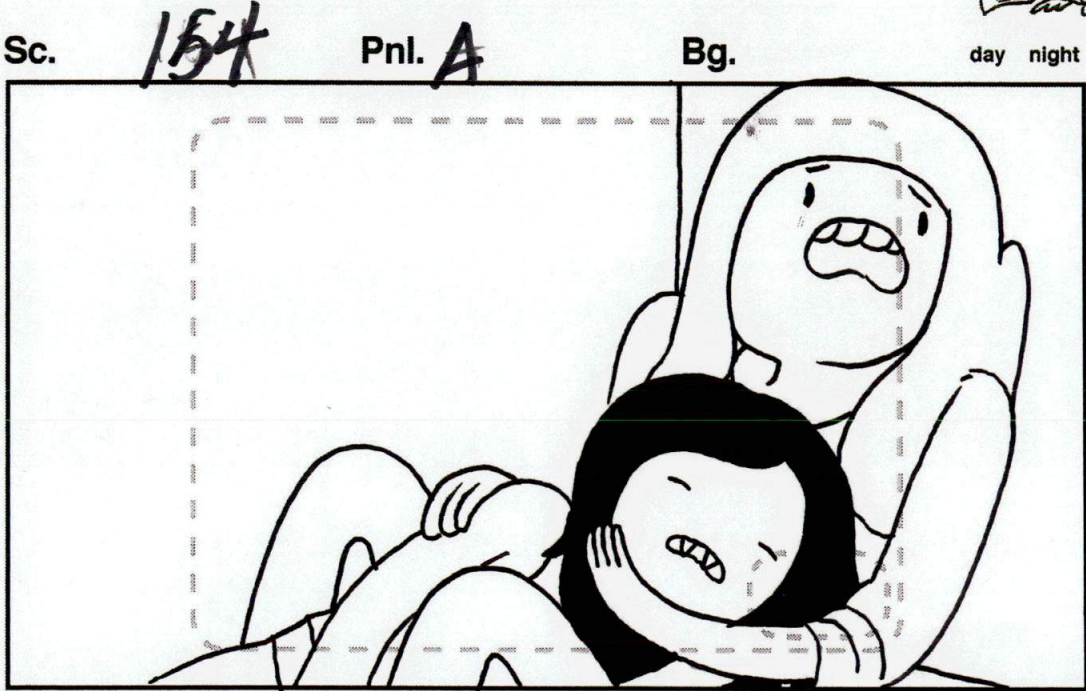
Production:

1034/217

1034/217

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ADVENTURE TIME



Dialog:	<u>PB</u> / YOU KIND OF HAVE TO FINN!	<u>Finn</u> / RATS
Action:		
Timing:	APR 28 2015	

EPISODE #

Production:

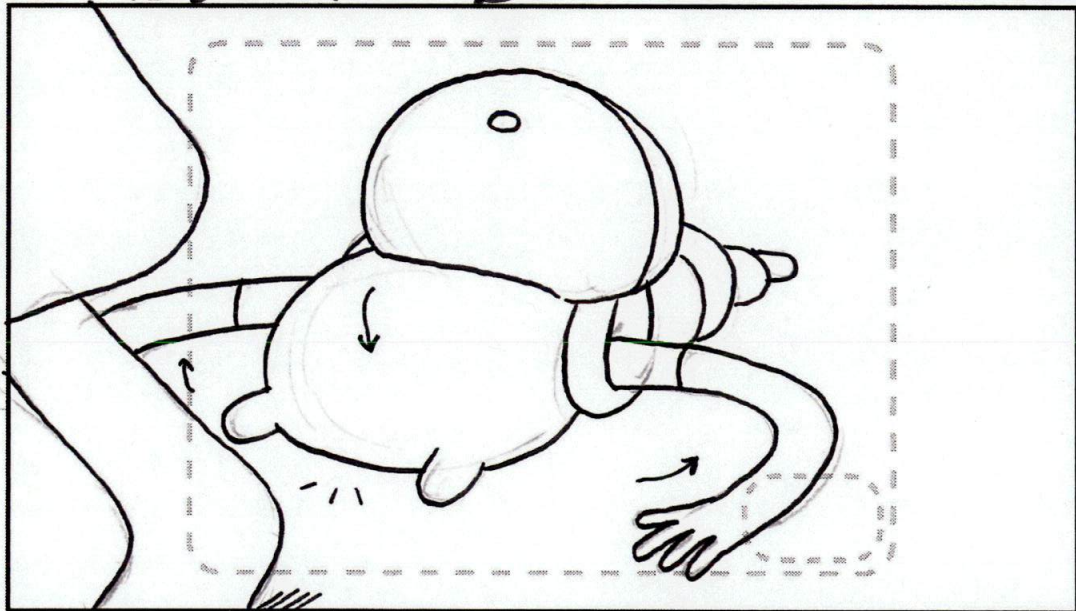
1034/217

ADVENTURE TIME

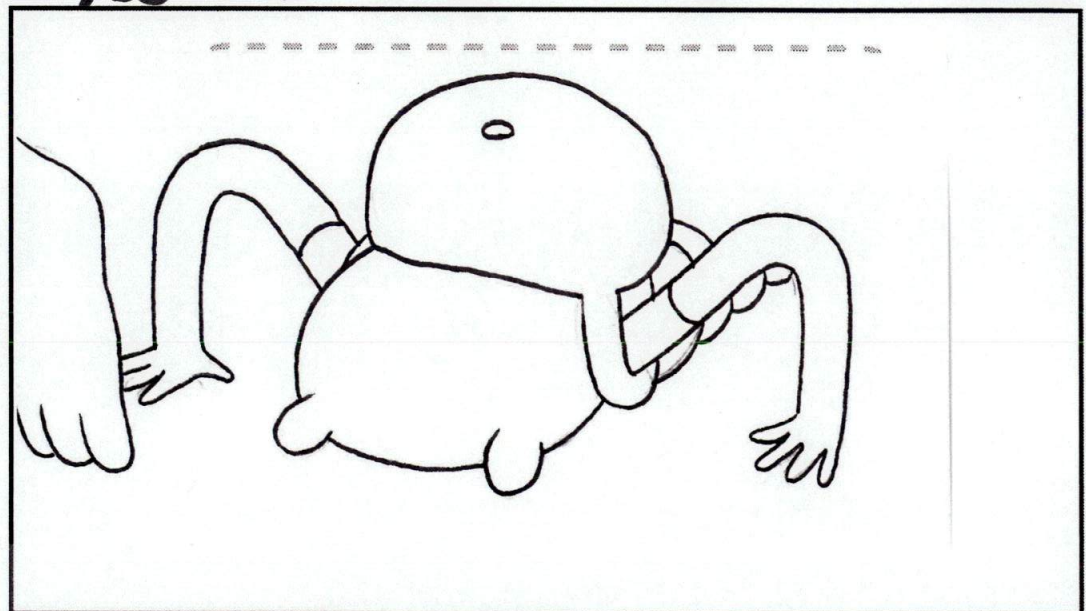


Page **212**
day night

Sc. **155 cont** Pnl. **B** Bg. day night



Sc. **155 cont** Pnl. **C** Bg. day night



Dialog: **Finn/ Okay**

Action:

APR 28 2015

Timing:

EPISODE #

Production:

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1034/217

1034/217

1034/217

ADVENTURE TIME

NO SC'S
156-157

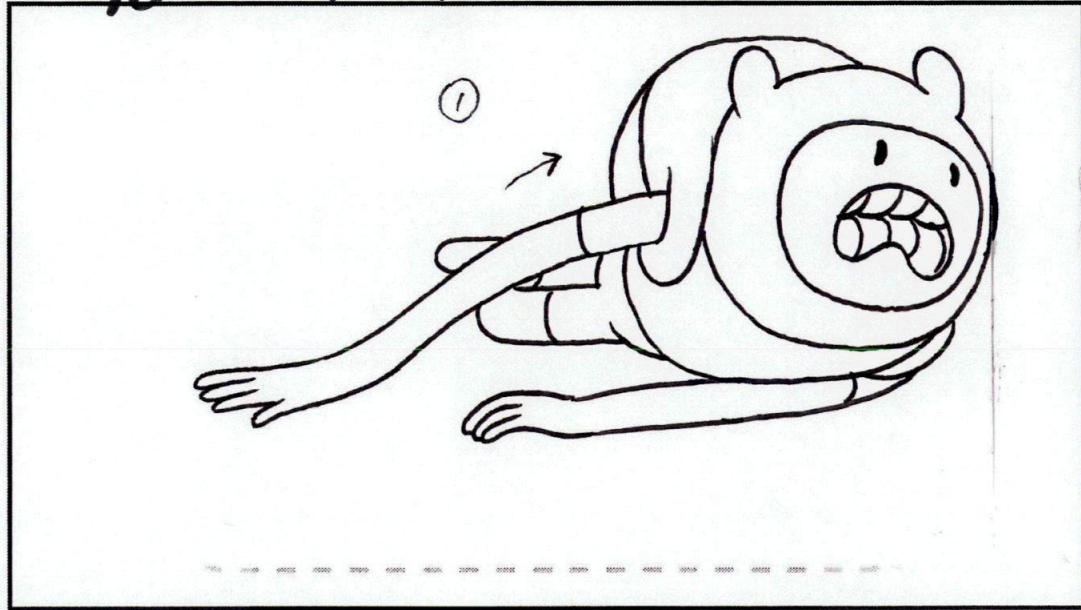


Page **213**
day night

Sc. **155 cont** Pnl. **D**

Bg.

day night

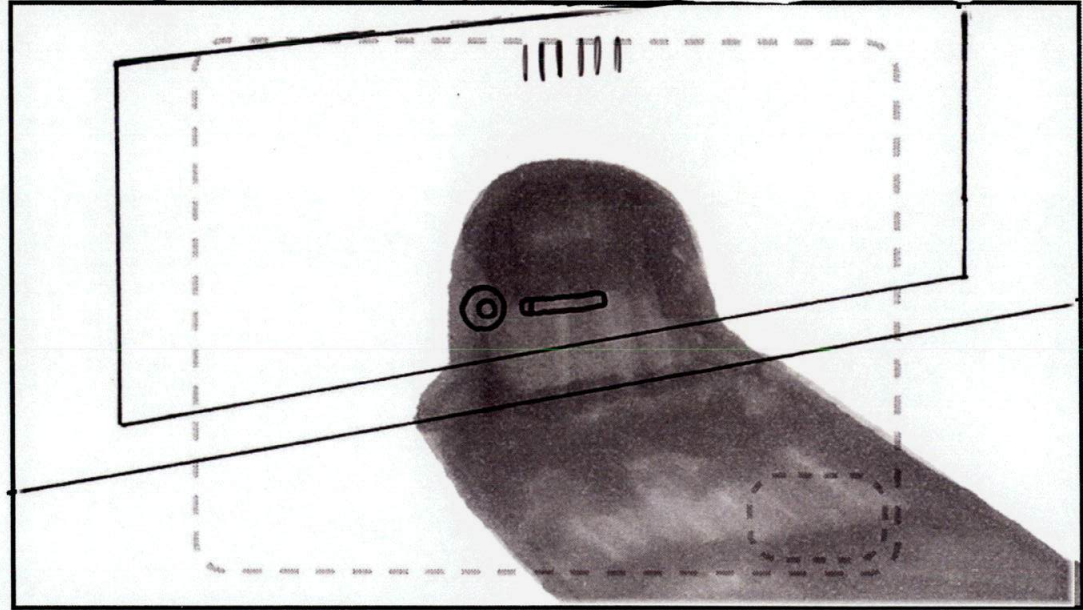


Sc. **158**

Pnl. **A**

Bg.

day night

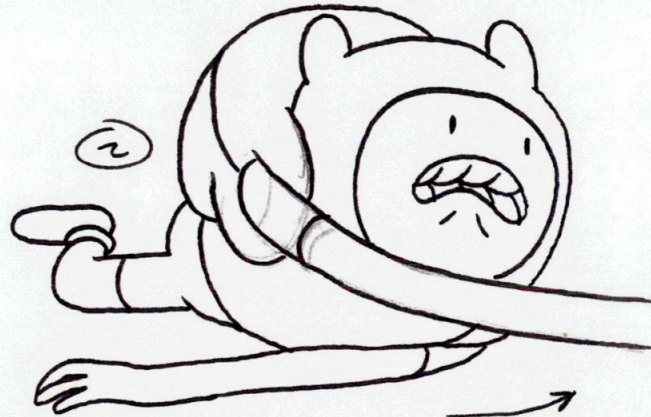


Dialog:

Finn ① Lemme get ② my sword

Action:

Timing:



APR 28 2015

EPISODE #
1034-217

1034/217

Production:

1034/217

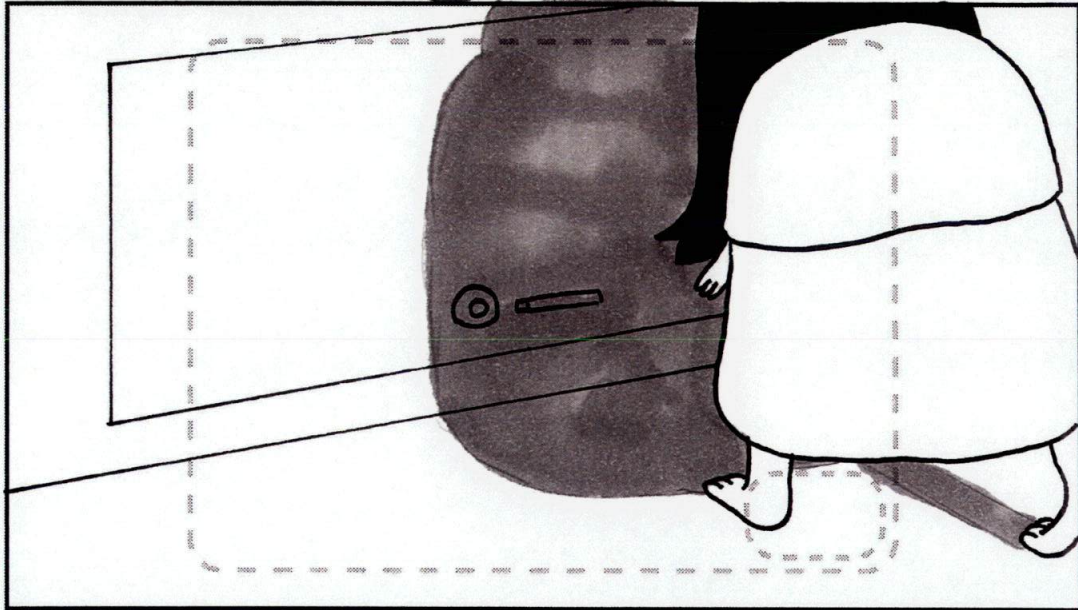
ADVENTURE TIME



Sc. 158 cont Pnl. B

Bg.

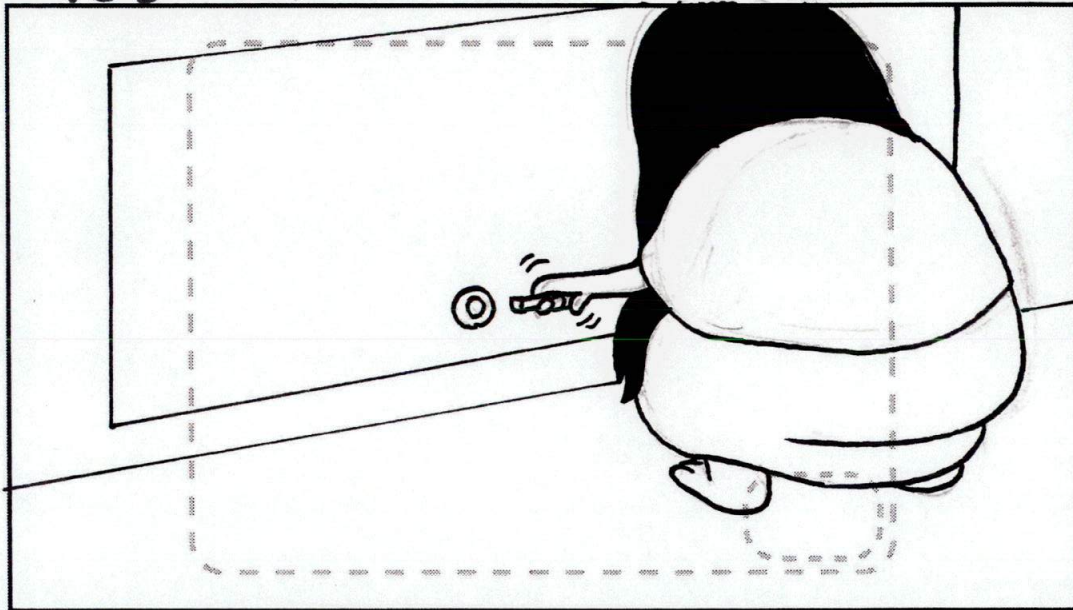
day night



Sc. 158 cont Pnl. C

Bg.

day night



Page 214

Dialog:	Moon: Marceline... sfx/(jiggle jiggle)
Action:	-MOON APPROACHES CABINET.
Timing:	

APR 28 2015

1034-217

EPISODE #

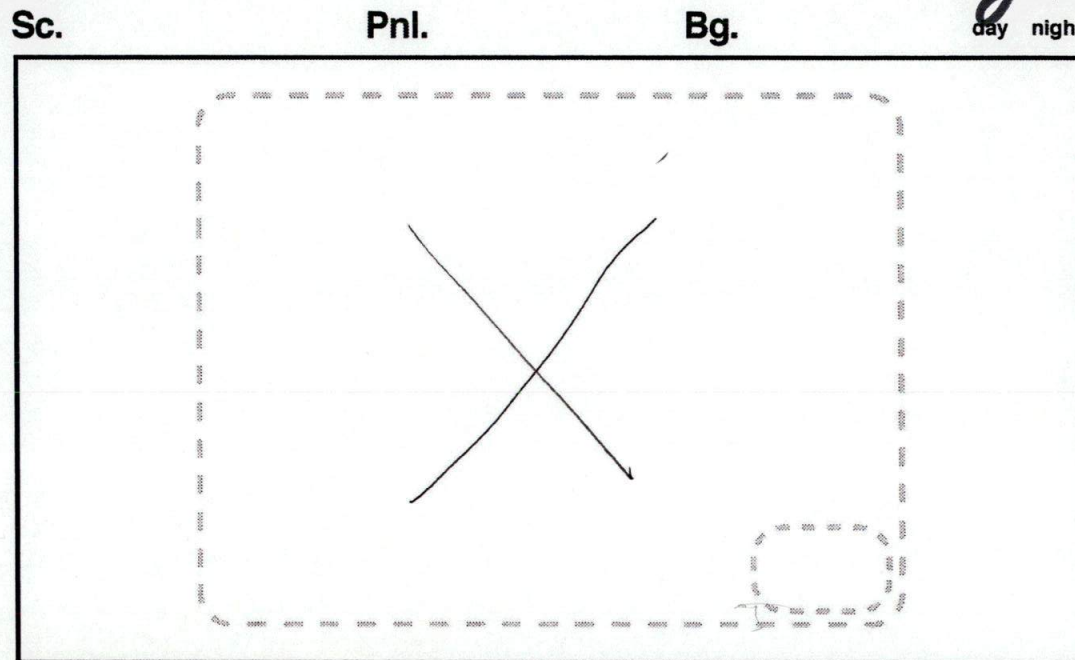
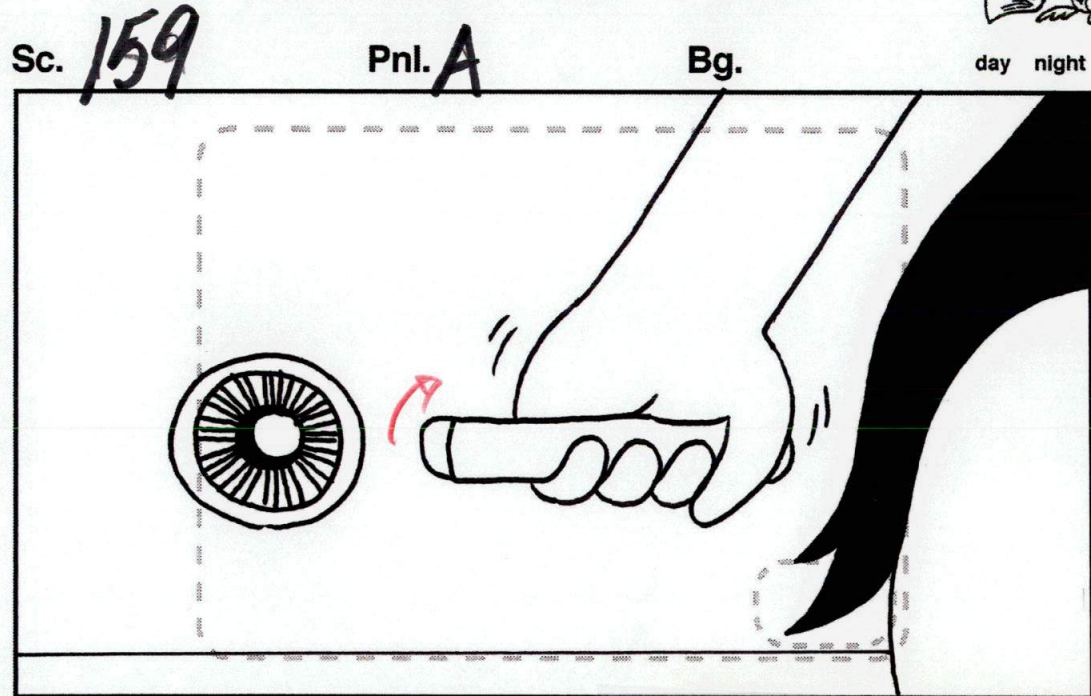
1034/217

Production:

ADVENTURE TIME



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day night

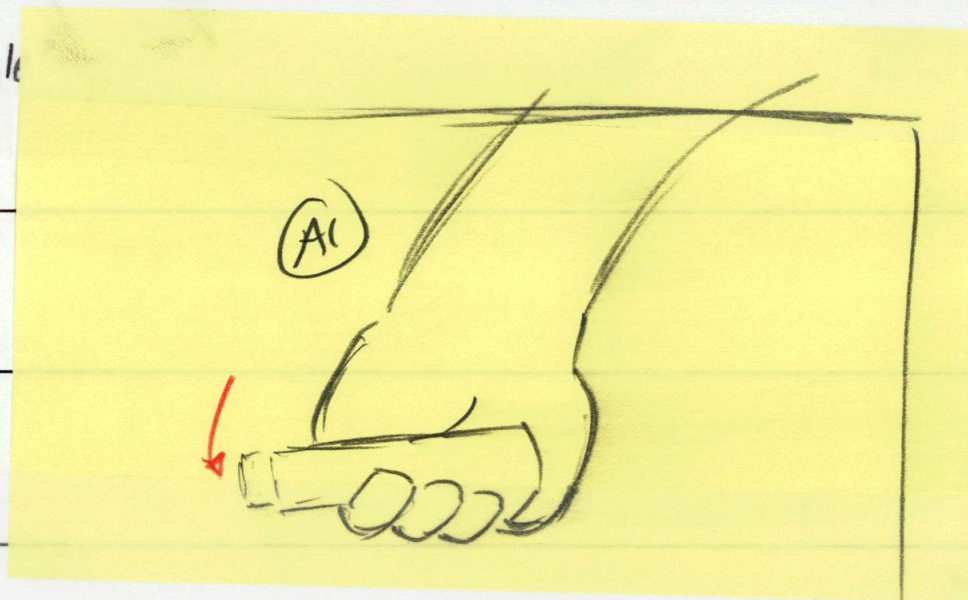


Dialog:

sfx/ "jiggle jiggle"

Action:

Timing:



APR 28 2015

EPISODE #
1034-217

Production:

1034/217

1034/217

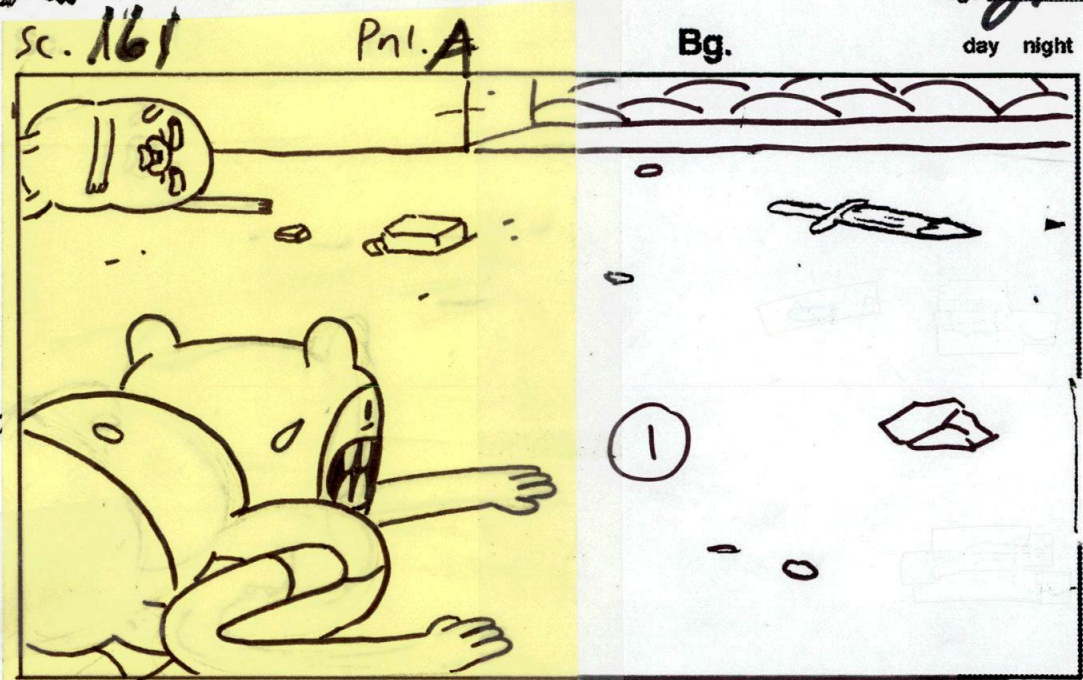
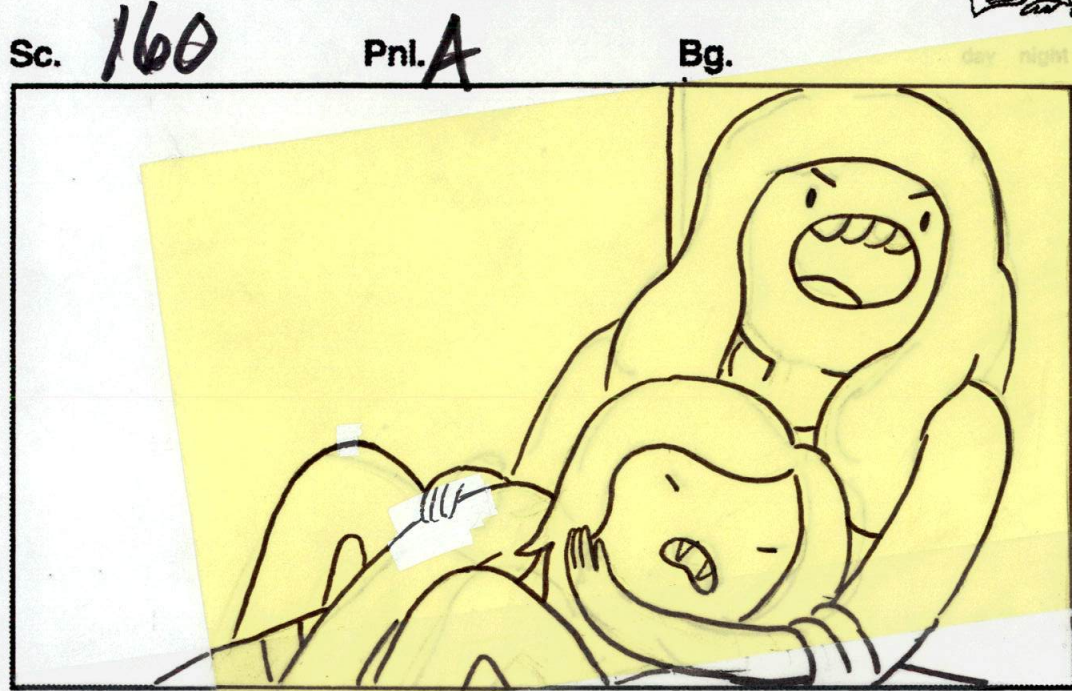
1034/217

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ADVENTURE TIME



Page 216
day night



Dialog:

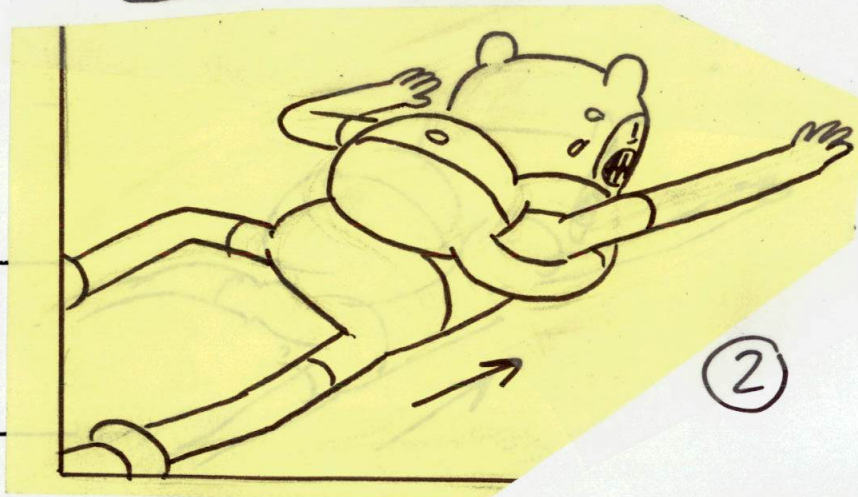
PB: IT'S LOCKED, DIPSTICK!

Action:

SFX/(jiggle jiggle)

Timing:

F! Uh!



APR 28 2015

- F. CRAWLS
TOWARDS
STAKE SWORD

EPISODE #

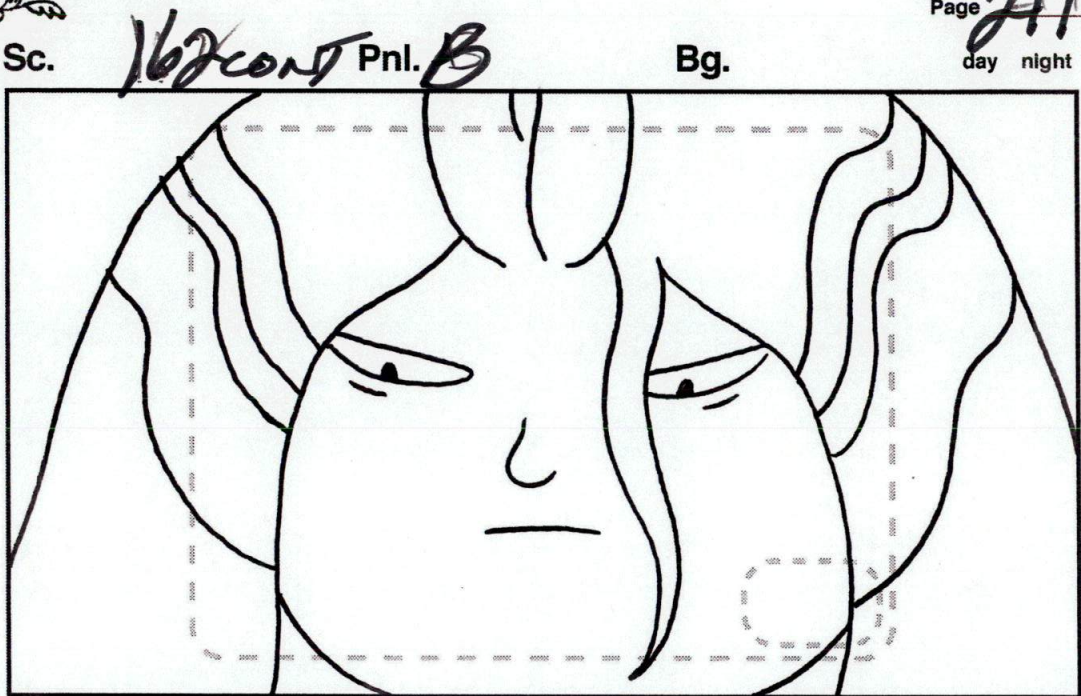
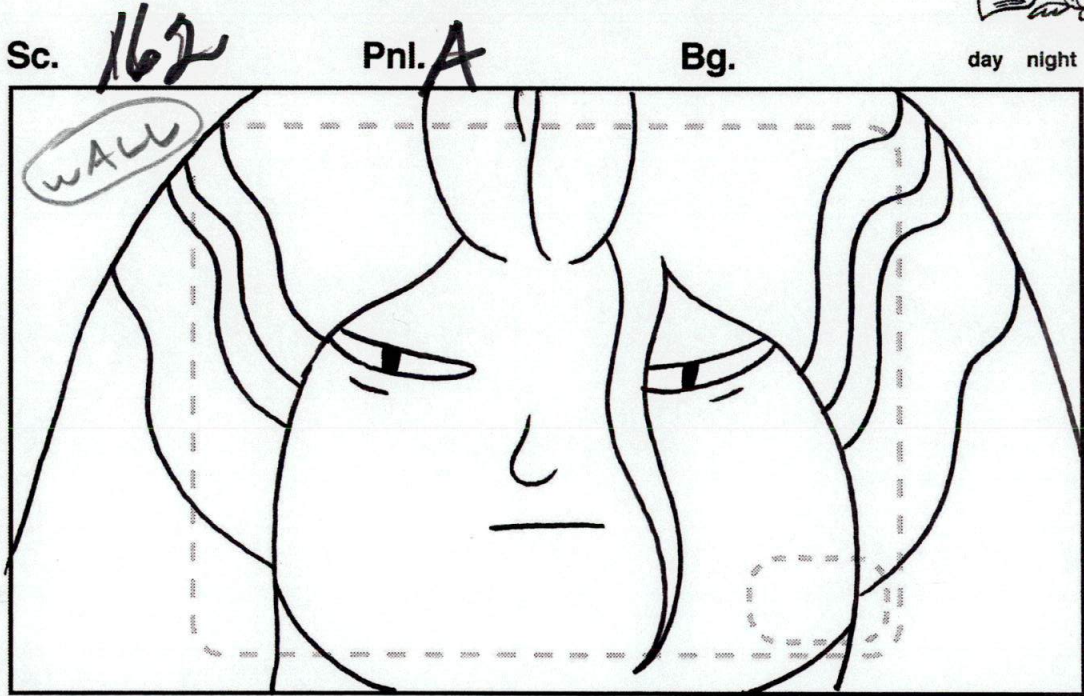
1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Dialog:
Action:
Timing:

- MOON LOOKS AT LOCK.

APR 28 2015

EPISODE # 1034-217

Production:

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ADVENTURE TIME

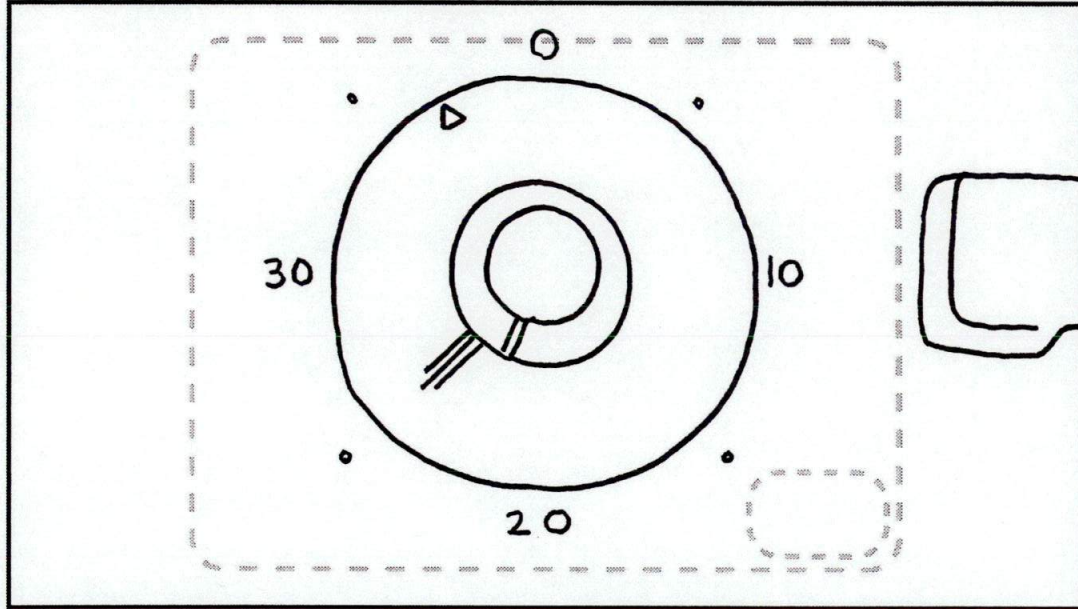


Sc. 163

Pnl. A

Bg.

day night

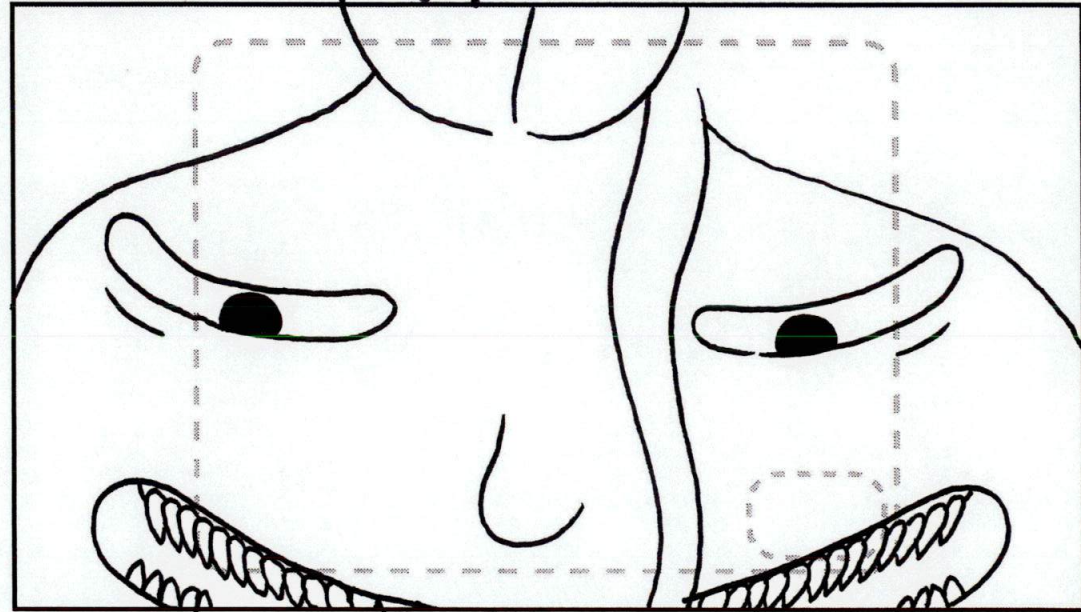


Sc. 164

Pnl. A

Bg.

Page 218
day night



Dialog:

MOON/ OPEN PIG!

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

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1034/217

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1034/217

ADVENTURE TIME



No Scs 165-166

Page **219**
day night

Sc. OUT	Pnl.	Bg.	day	night

Sc. 164	<i>cont</i>	Pnl. B	Bg.	day	night

Dialog:	<p><u>MOON</u>/ OPEN PIIIGGG !!</p>
Action:	
Timing:	

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

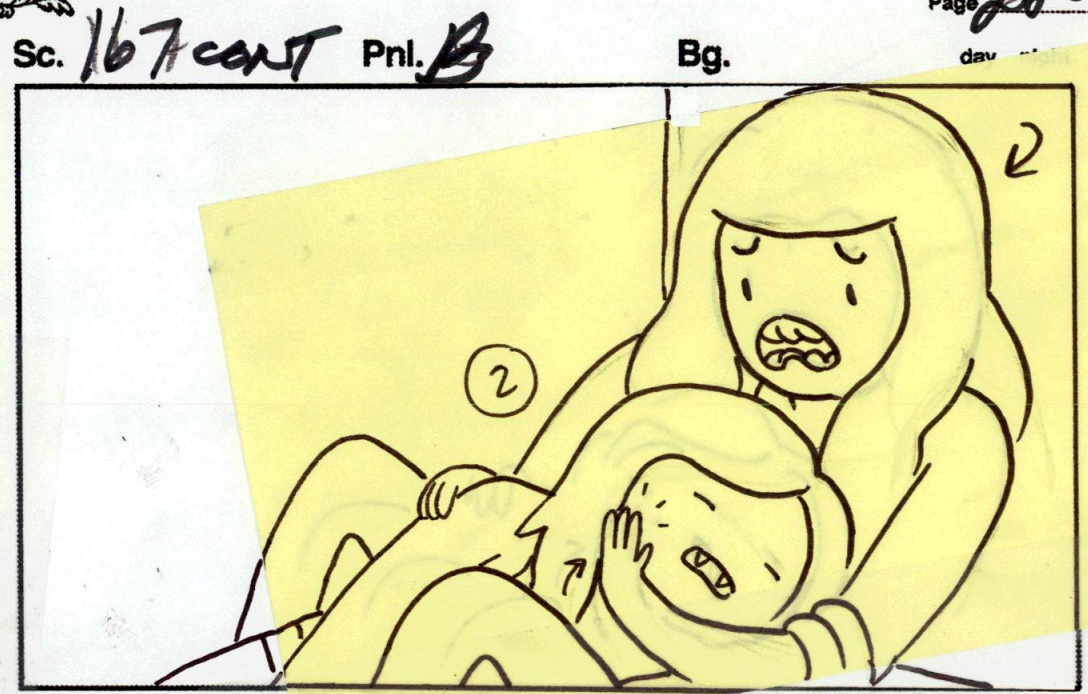
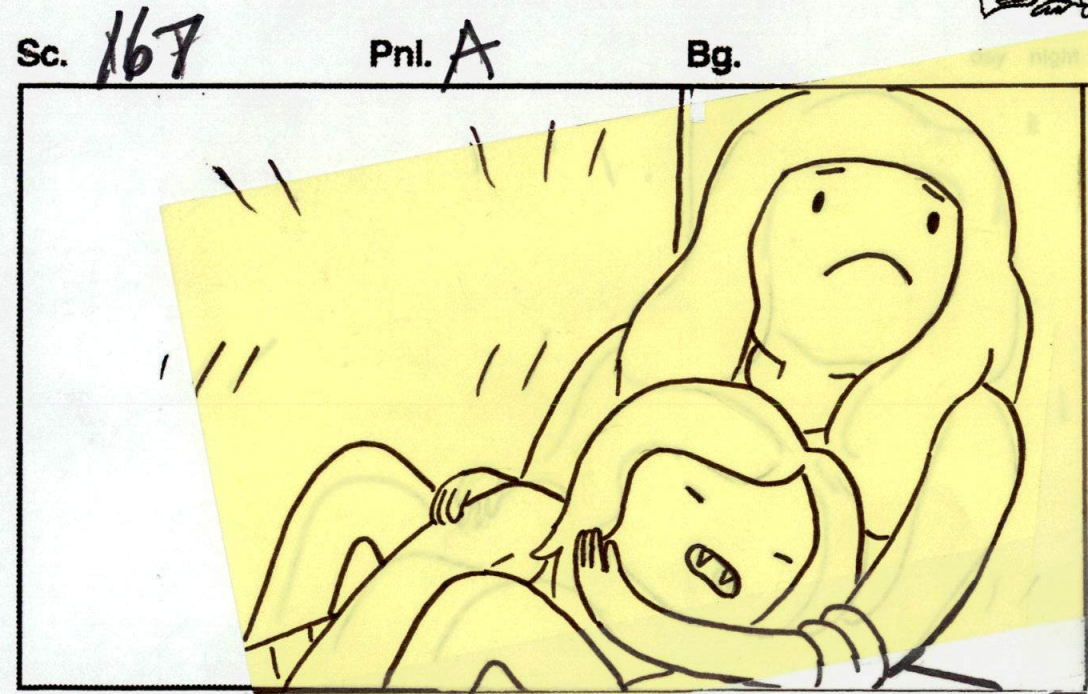
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ADVENTURE TIME



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1034-217

1034/217

Dialog: **MOON/ PIGG! PIGG!**
SFX
Action: **(locker-rattling)**

**PB/ come on Marc!
wake up!!**
(smacks face)

APR 8 2015

S/A



1034/217

ADVENTURE TIME

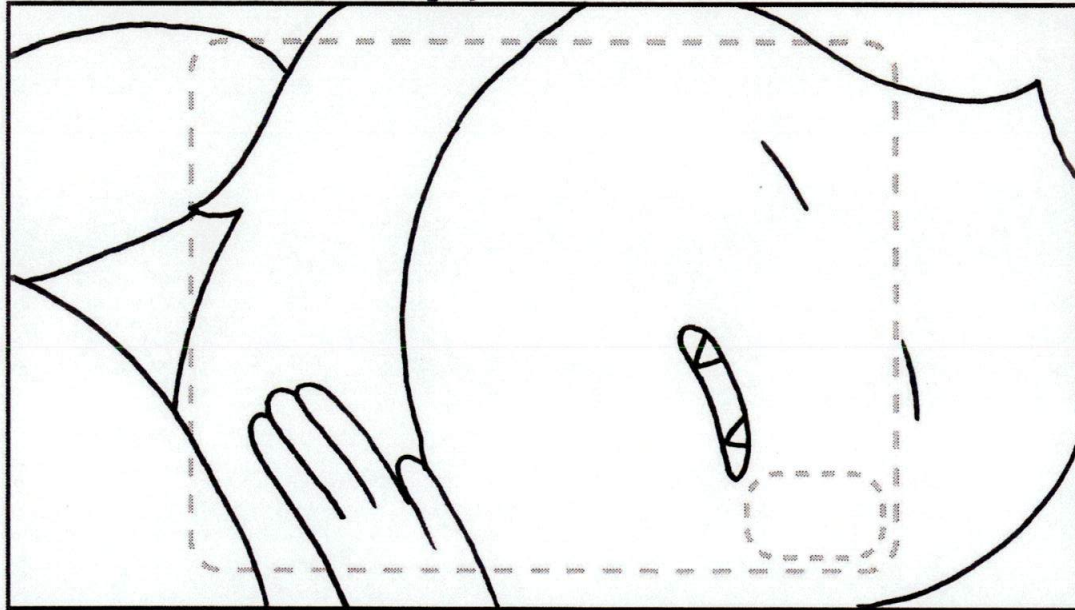


Sc. 168

Pnl. A

Bg.

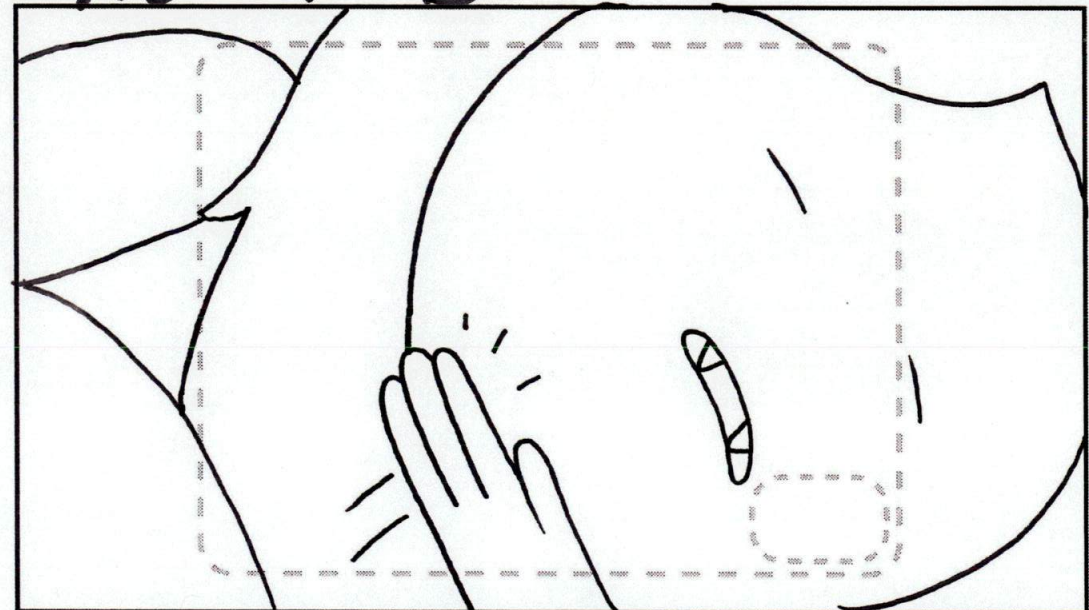
day night



Sc. 168 cont Pnl. B

Bg.

Page 271
day night



Dialog:

PB/ WAKE UP!

cycle
x 2

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

1034/217

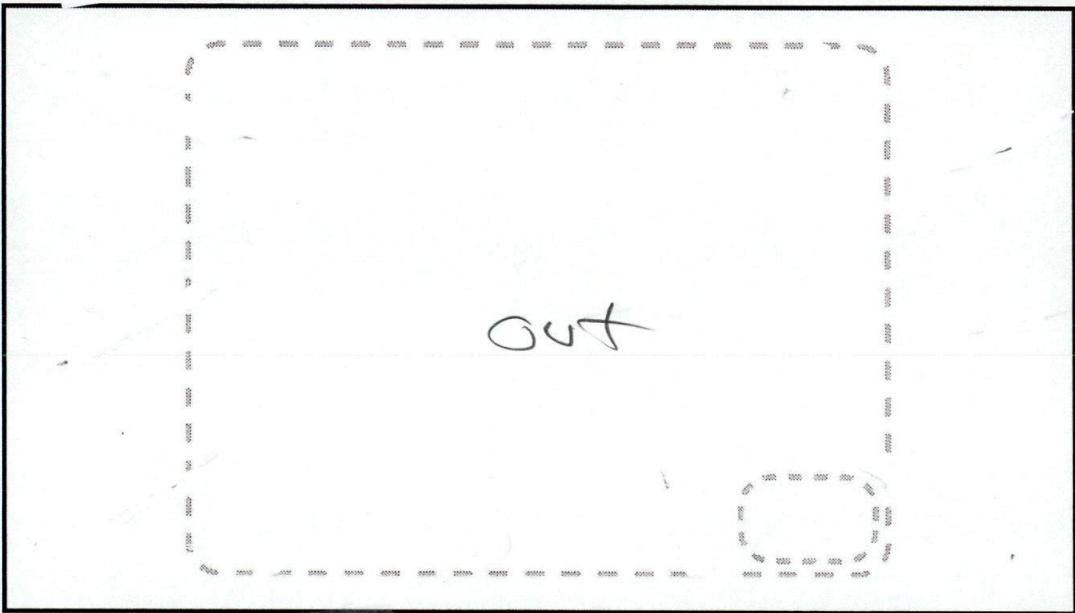
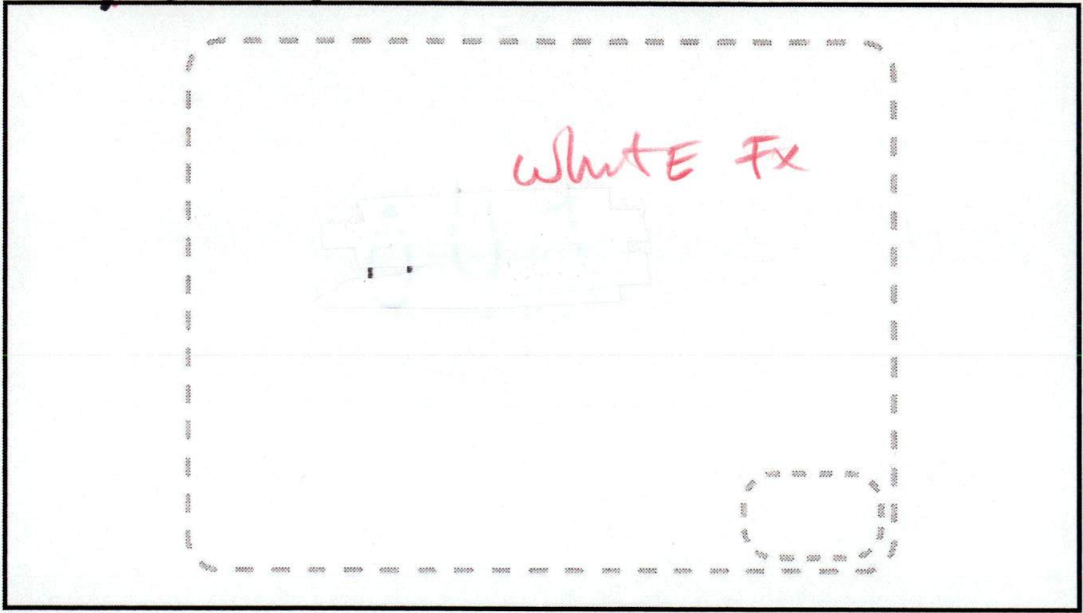
1034/217

ADVENTURE TIME



Sc. **168 CONT** Pnl. **C** Bg.

day night Sc.



Dialog: <div>FADE to white</div> <div>SFX (Flash)</div> <div></div>	
Action:	
Timing:	

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

ADVENTURE TIME



Page **223**

Sc. **169**

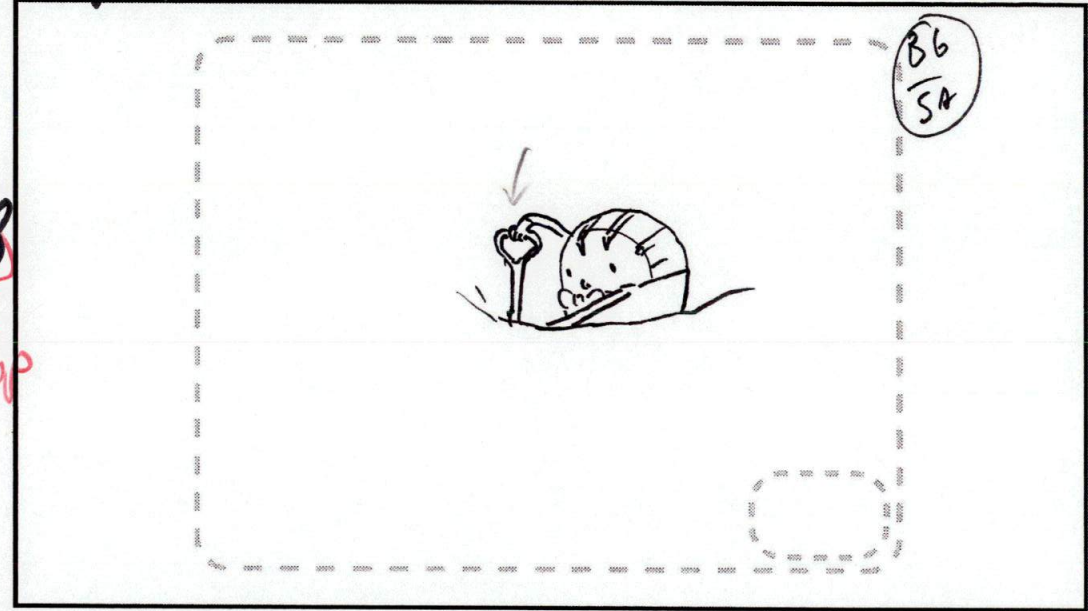
Bg.

day night

Sc. **169** *const* Pnl. **C**

Bg.

day night



start (M) (singing) it's spring
(bass accomp)

-PEP BUT DIGGING HOLE.

Timing:

fade in to m white FS.
(Flash SFX)

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

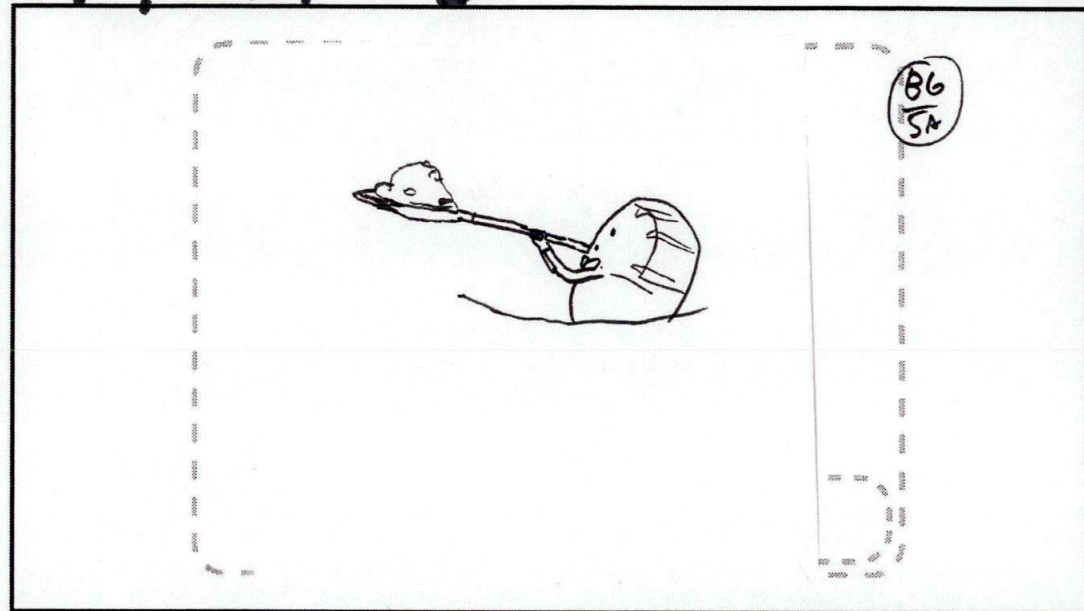
ADVENTURE TIME



Sc. **169 CONT** Pnl. **D**

Bg.

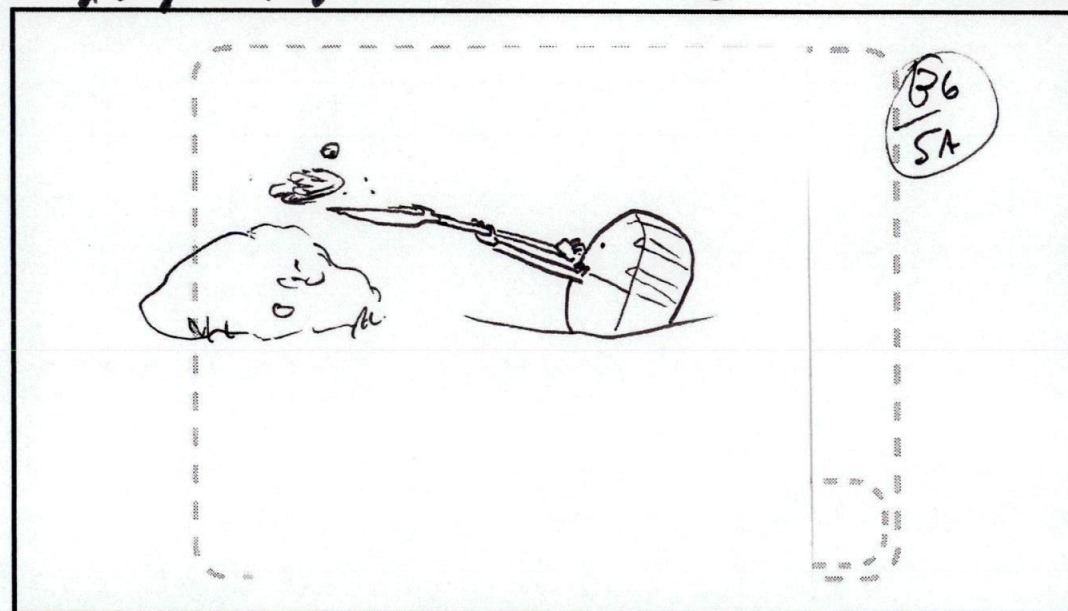
day night



Sc. **169 CONT** Pnl. **E**

Bg.

day night



Dialog:

(M) ♪ AGAIN . . .

Action:

Timing:

APR 28 2015

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



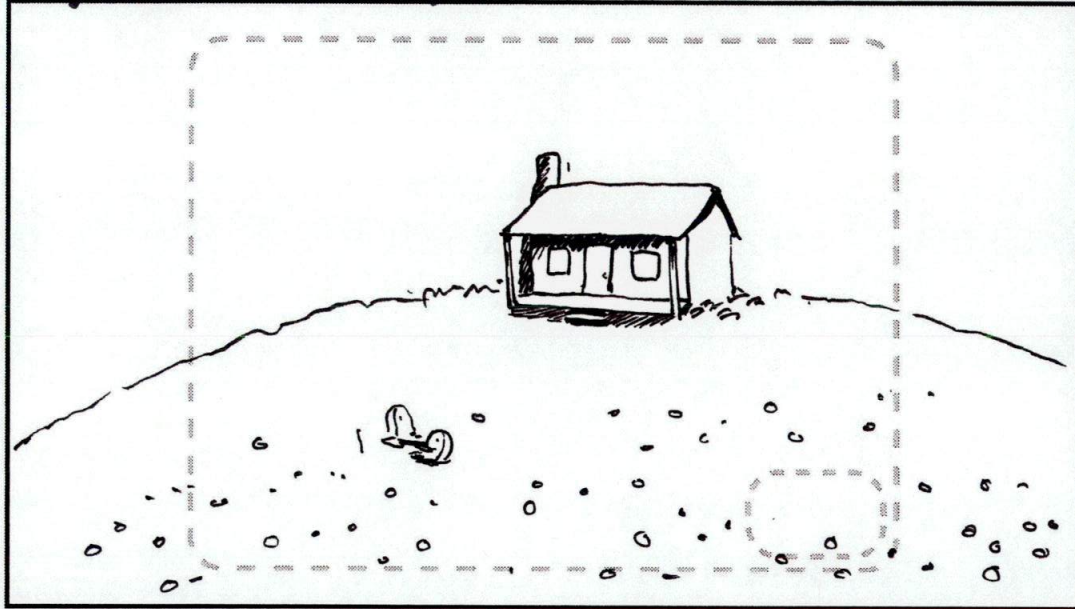
Page 225

Sc. 170

Pnl. A

Bg.

day night

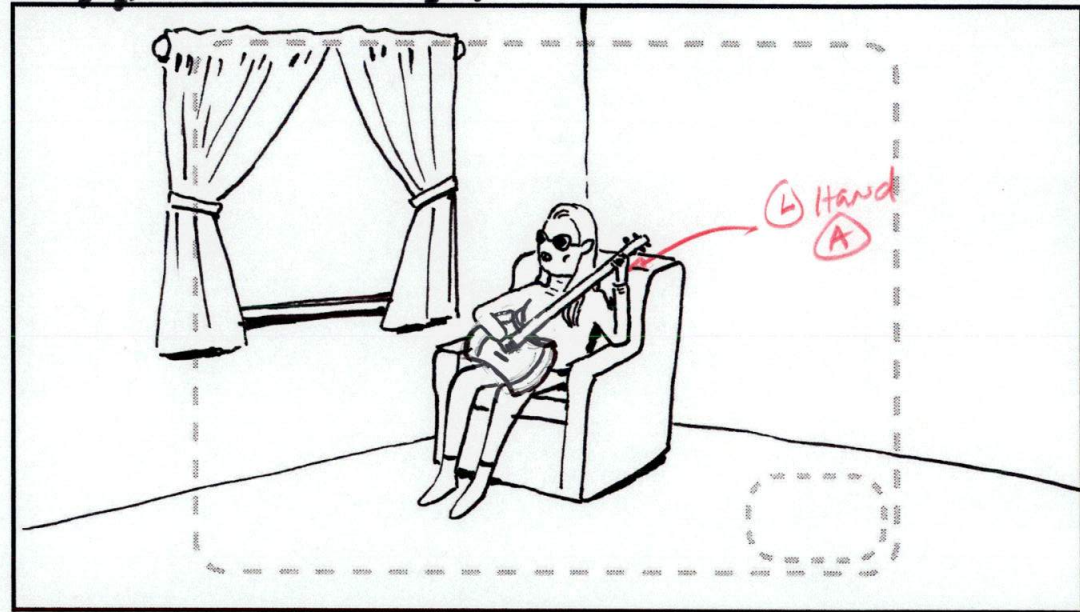


Sc. 171

Pnl. A

Bg.

day night



Dialog:

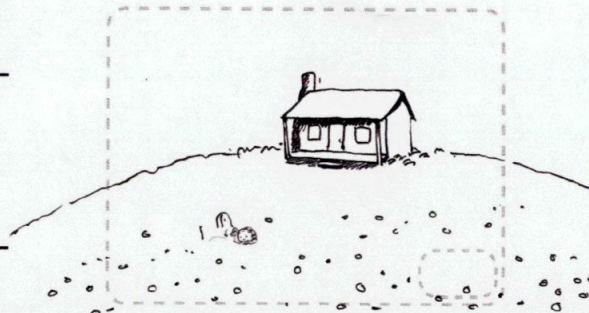
(M/Vo) singing And the yard is full of tiny flowers (M) you used to call them 'weeds' (+BASS)

Action:

Pep digging ②

- OLDER MARCELINE SITS BY WINDOW, PLAYING BASS. APR 28 2015

Timing:



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Production:

1034/217

1034/217

1034/217

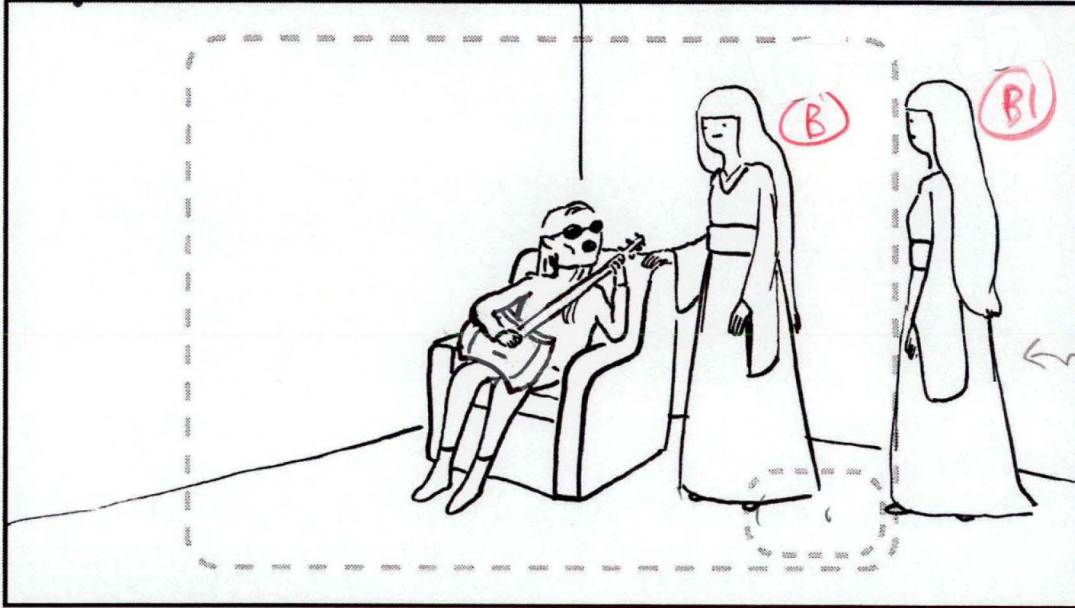
ADVENTURE TIME



Sc. **171 CONT** Pnl. **B**

Bg.

day night



Sc. **171 CONT** Pnl. **C**

Bg.

day night



Dialog:

(M)

♪ You used to call them weeds...

(PB)

sfx (peck)

Action:

Timing:

APR 28 2015

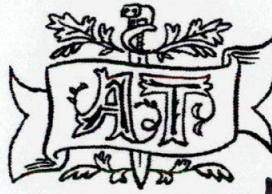
EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME



Page **227**
day night

Sc. **171 CONT** Pnl. **D**

Bg.

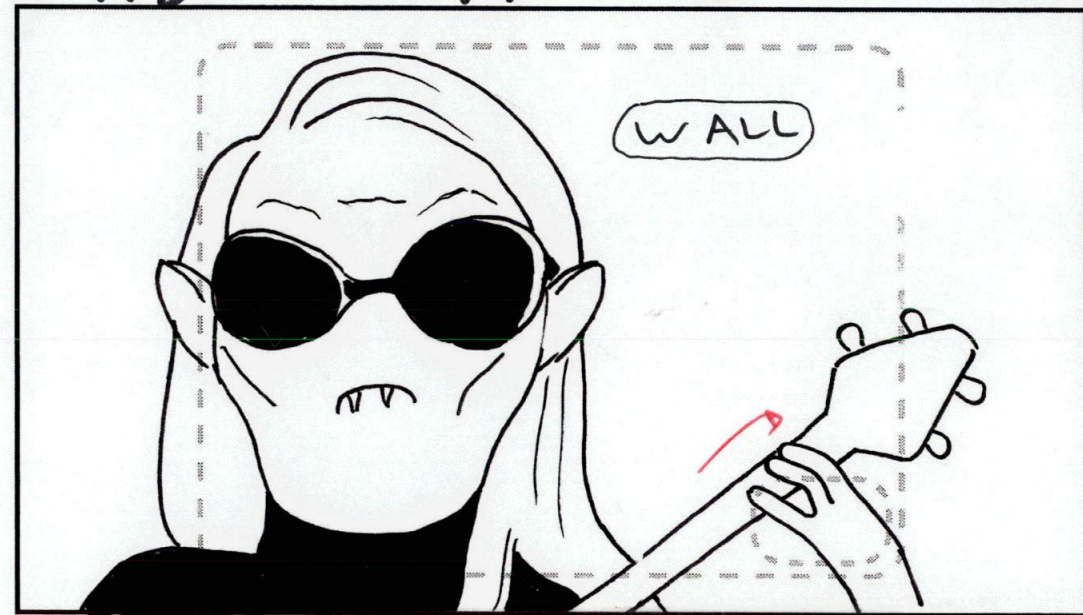
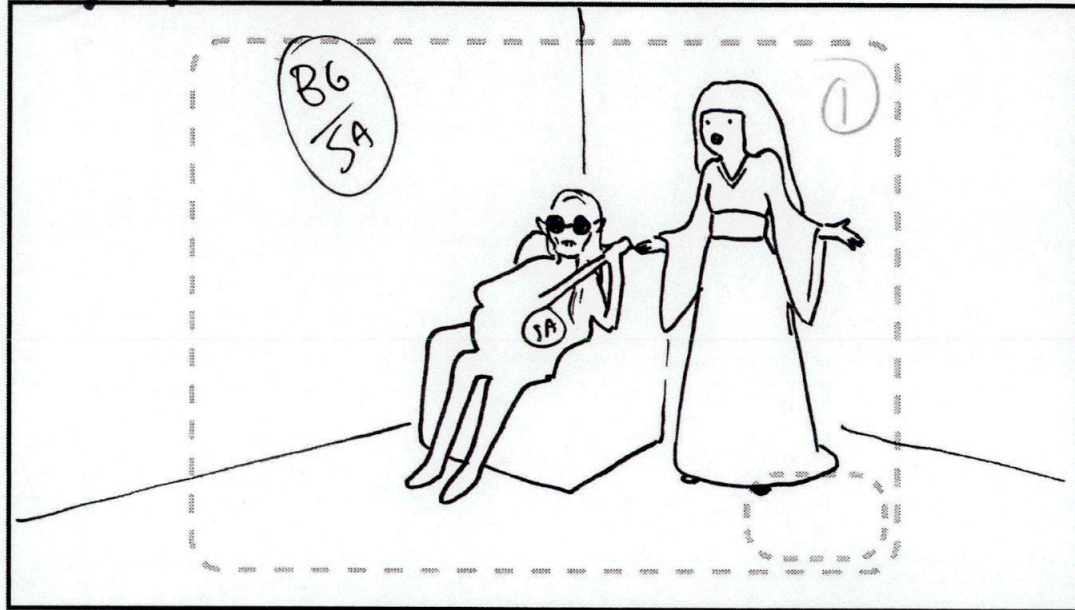
day night

Sc. **172**

Pnl. **A**

Bg.

day night



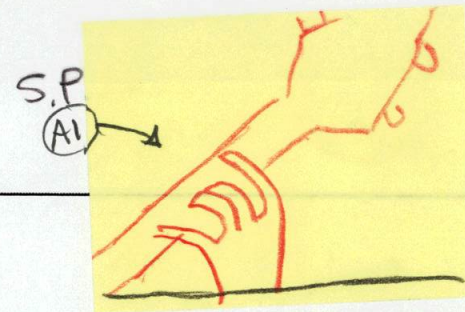
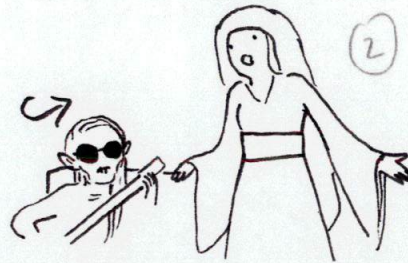
Dialog:

(PB) ♪ but they were growing too tall ♪

Action:

-PB SINGS.

Timing:



APR 28 2015

1034-7
EPISODE #

Production:

1034/217

1034/217

1034/217

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ADVENTURE TIME

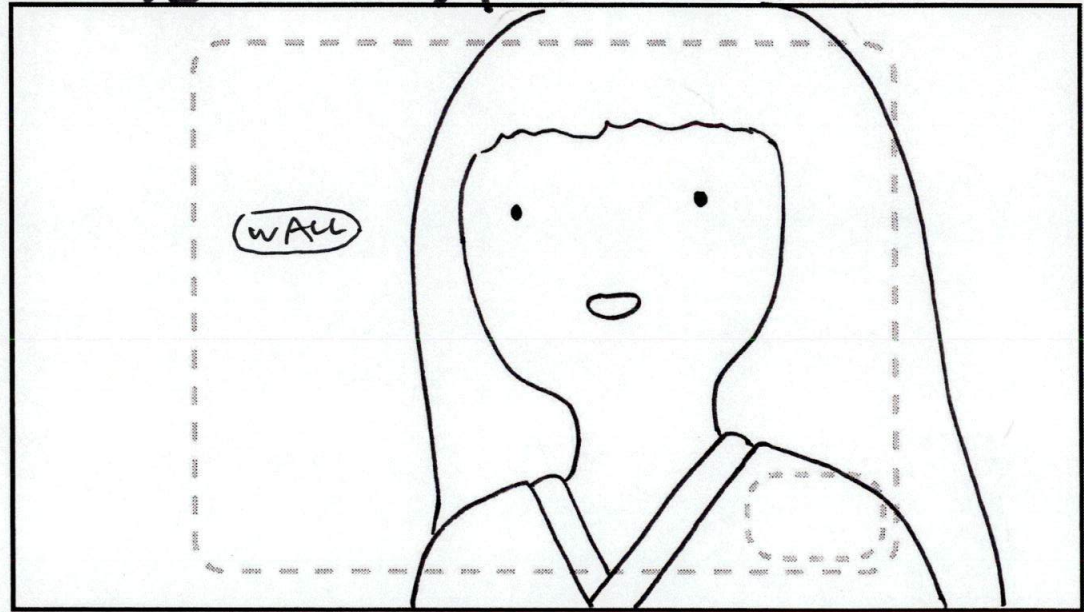


Page **228**

Sc. **172 cont** Pnl. **B** Bg. day night



Sc. **173** Pnl. **A** Bg. day night



Dialog:

(M) What? I can't hear you! **(PB)** I said,
(loud)

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

1034/217

1034/217

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ADVENTURE TIME

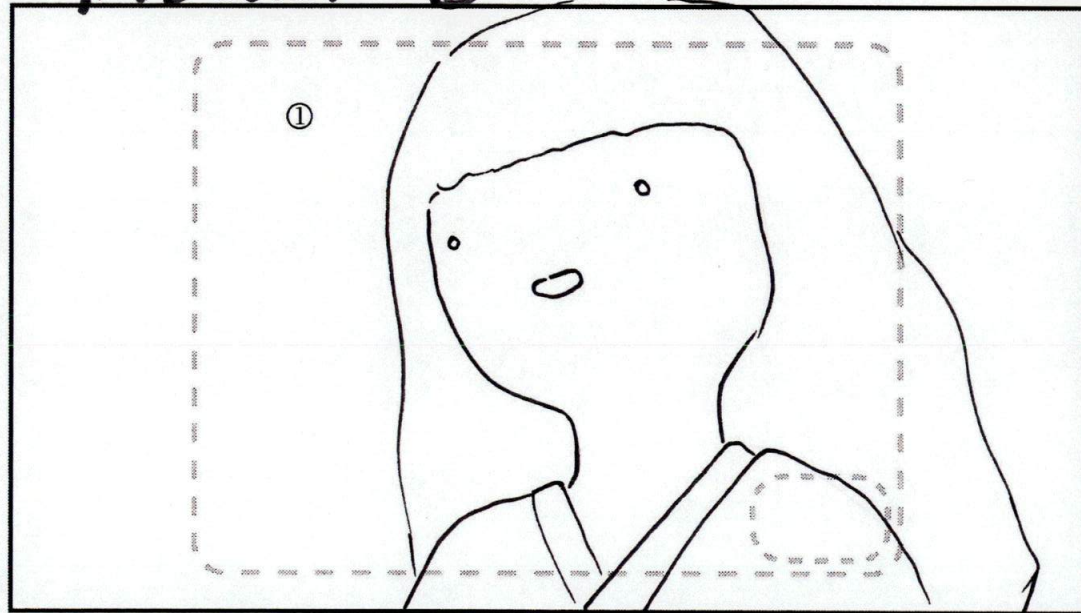


Page **229**
day night

Sc. **173 cont** Pnl. **B**

Bg.

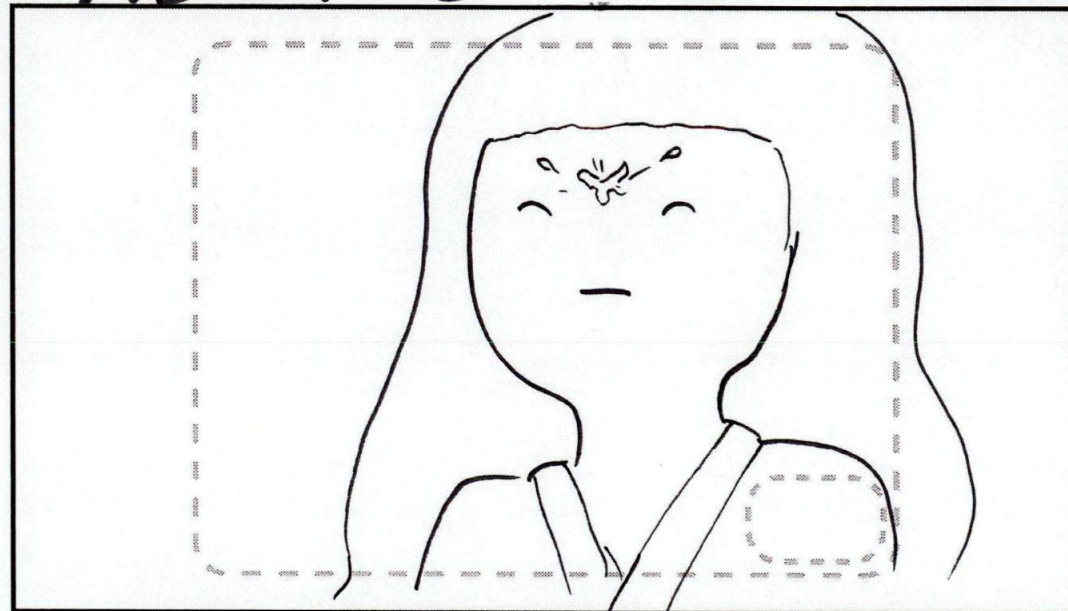
day night



Sc. **173 cont** Pnl. **C**

Bg.

day night



Dialog:

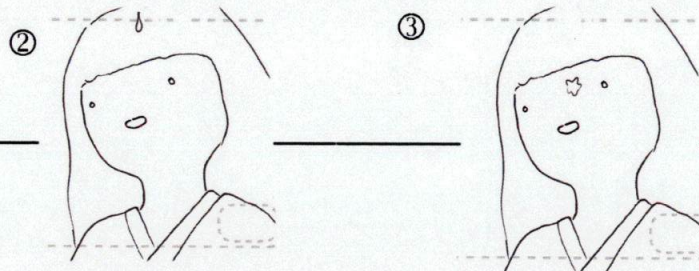
PB

Wake up, Marceline!

SFX

Plip!

Action:



Timing:

APR 28 2015

Raindrop / tear drop falls and hits PB
in the forehead

1034-217

EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME

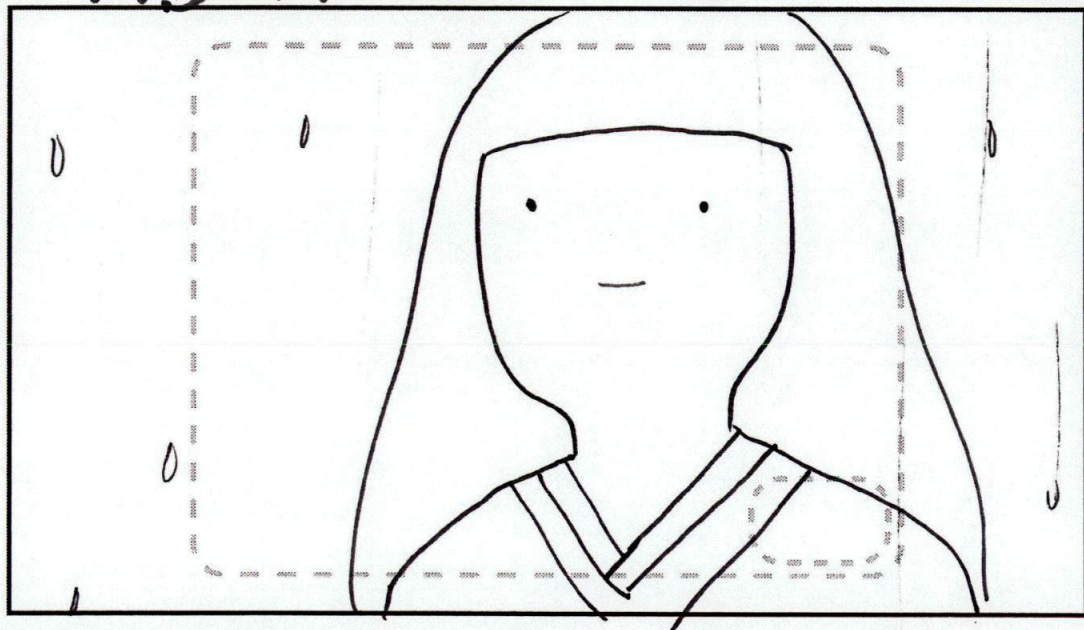


Page 230

Sc. 173 cont Pnl. D

Bg.

day night



Sc. 174

Pnl. A

Bg.

day night



Dialog:

(Sfx) pl.p pl.p ! plip!

→
(rain sfx cont)

Action:

- MORE DROPS FALL.

- IT'S RAINING INSIDE.

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

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ADVENTURE TIME



Sc. 174 cont Pnl. B

Bg.

day night

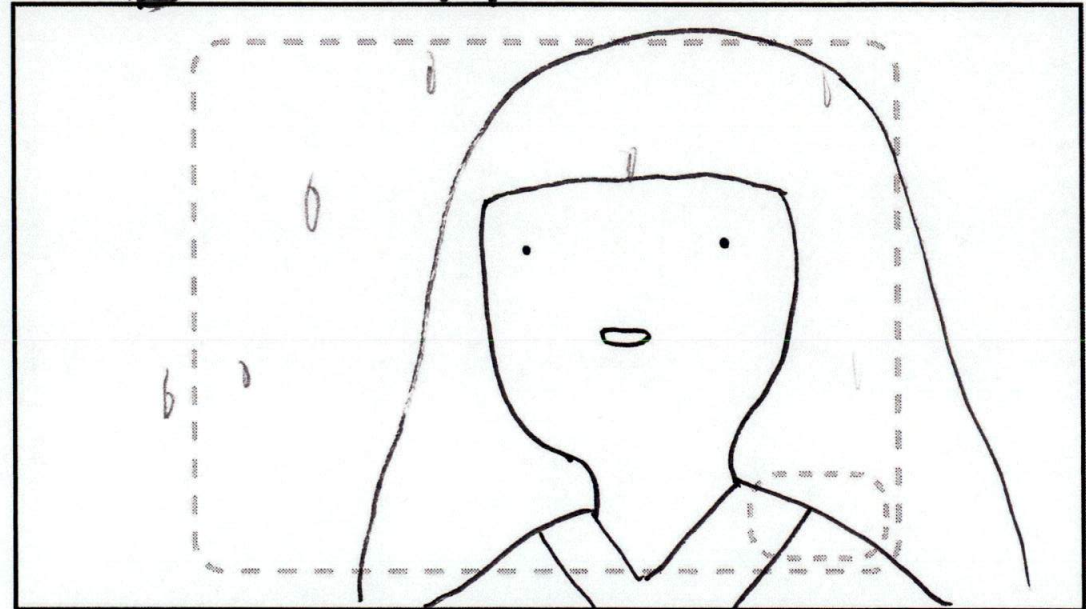


Sc. 175

Pnl. A

Bg.

Page 231
day night



Dialog:

(M) Whaaat?

PB. wake -

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

1034/217

Production:

1034/217

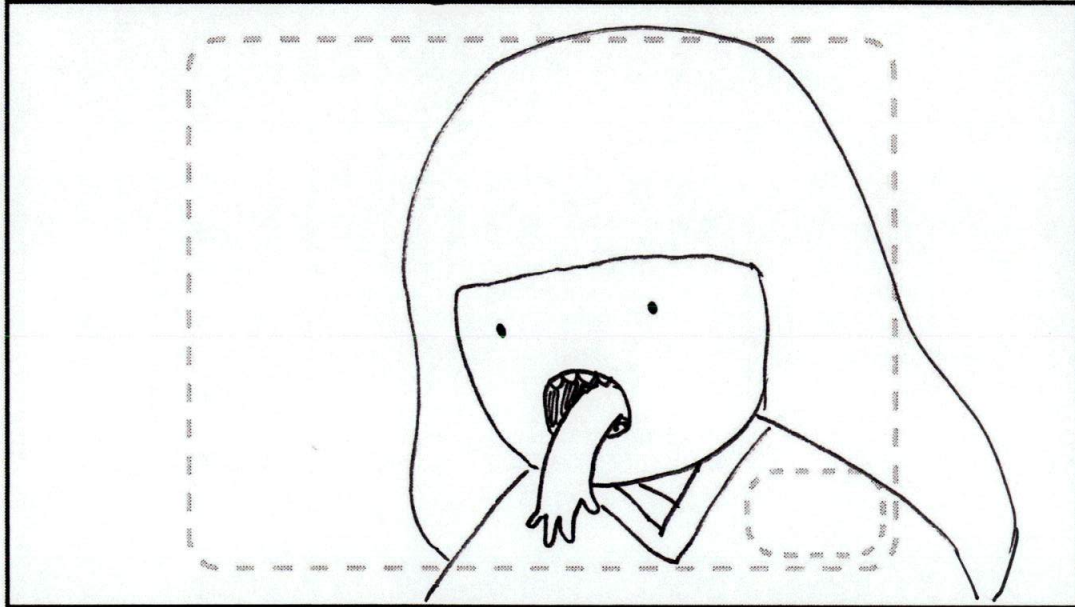
ADVENTURE TIME



Sc. **175 CONT** Pnl. **B**

Bg.

day night



Sc. **176**

Pnl. **A**

Bg.

day night



Page **232**

Dialog:

(PB) UP-
Glahp!

(M) huh??

Action:

HAND POPS OUT of M's MOUTH

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

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1034/217

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ADVENTURE TIME



Page **233**

Sc. **176 cont** Pnl. **B**

Bg.

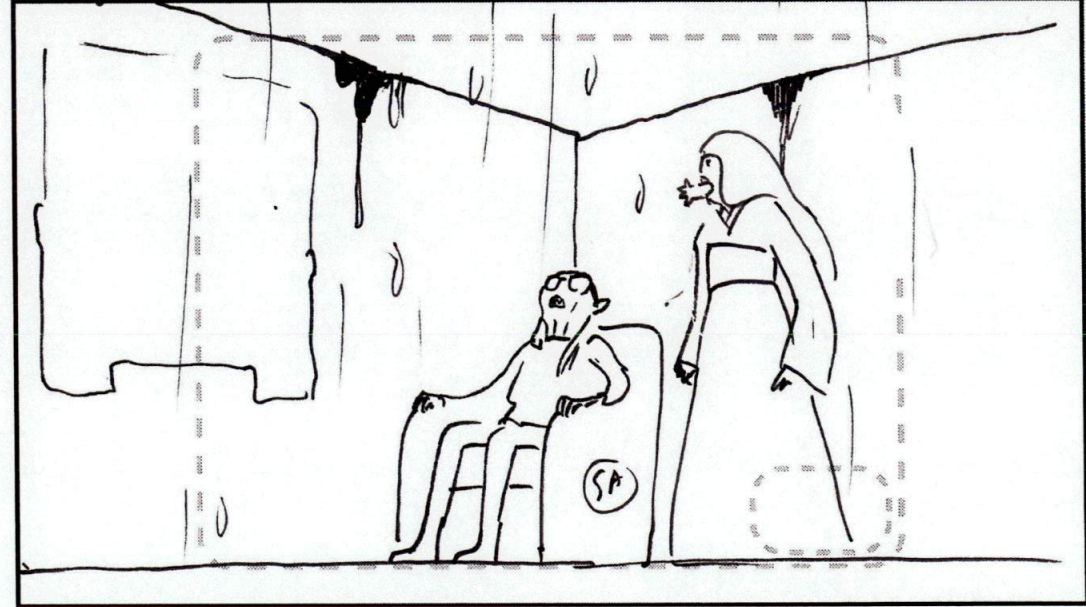
day night



Sc. **176 cont** Pnl. **C**

Bg.

day night



Dialog:

(moon)
(05)

PIGS!

(sfx)

→ (rain sfx cont)

Action:

- violent tremble - colorful ooze comes out of wall/cieling

APR 28 2015

Timing:

EPISODE # 1034-217

1034/217

Production:

1034/217

ADVENTURE TIME

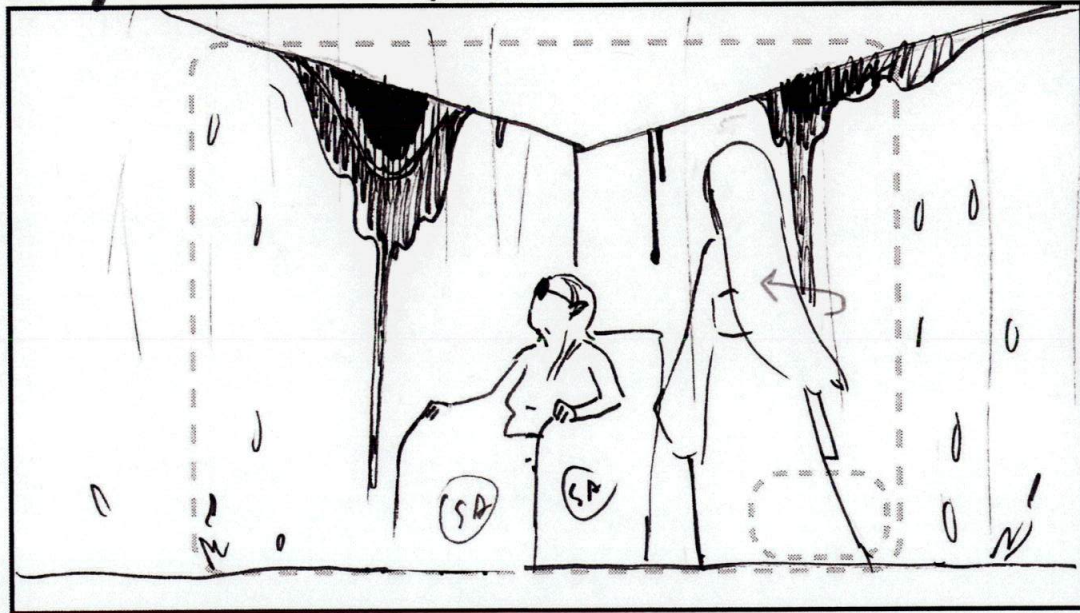


Page **234**

Sc. **176 cont** Pnl. **D**

Bg.

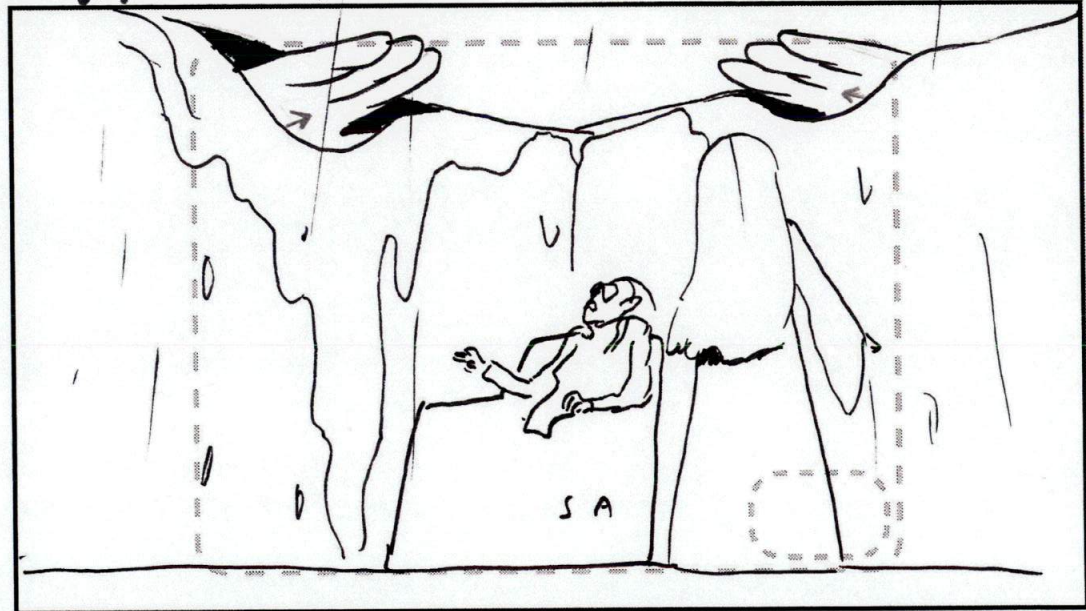
day night



Sc. **176 cont** Pnl. **E**

Bg.

day night



Dialog:

rain sfx cont

Action:

- large scale hands of the Moon **IN**

APR 2 8 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

1034/217

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ADVENTURE TIME



Page 235

Sc. 176 cont Pnl. F

Bg.

day night

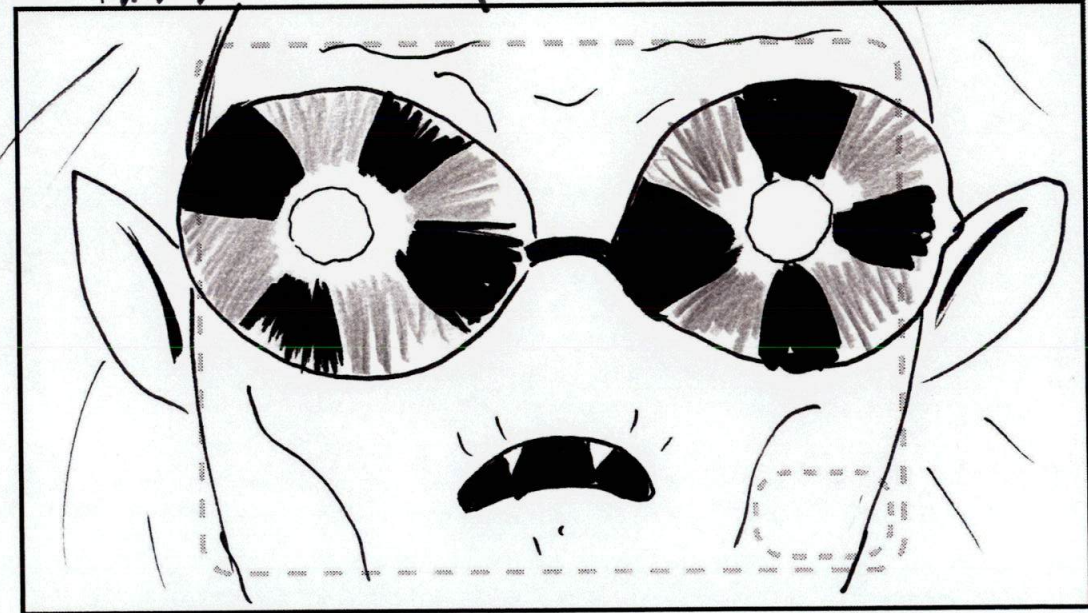


Sc. 177

Pnl. A

Bg.

day night



Dialog:

(moon)
(vo)

PIGS!

MARCELINE : YOU...

Action:

- HANDS PULL ROOM OPEN.

- moon's reflection in Marceline's glasses

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

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ADVENTURE TIME



Page **236**

Sc. **177** CONT Pnl. **B**

Bg.

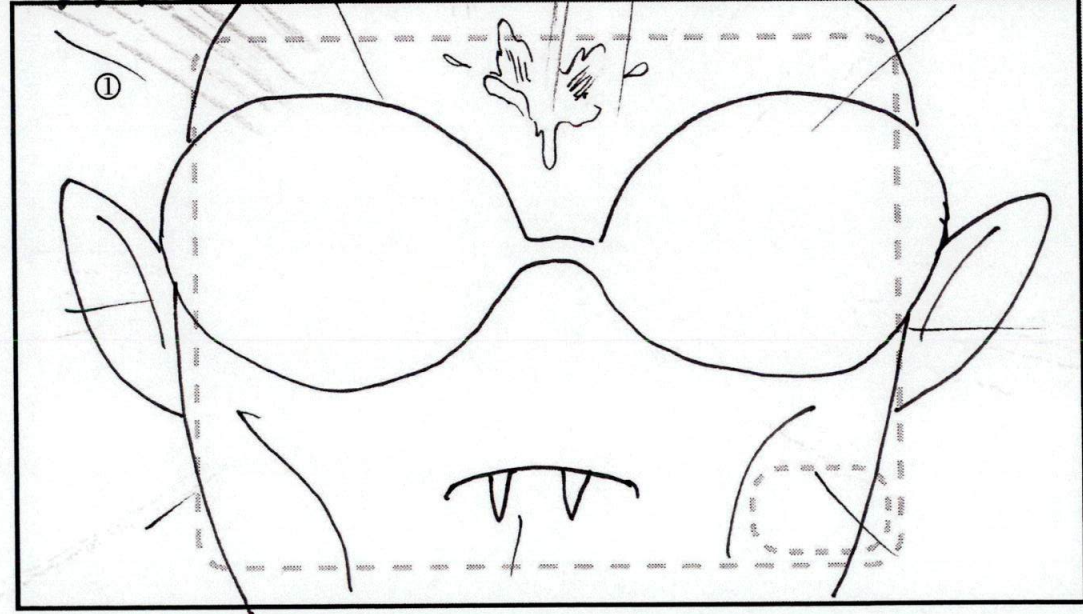
day night



Sc. **177** CONT Pnl. **C**

Bg.

day night



Dialog:

(PB) (os) Marceline!

(Sfx) splat!

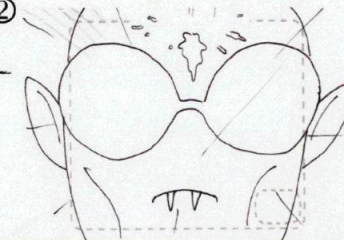
Action:

- Brightness of reflection intensifies
Cold Blue light

- DROP HITS M'S FOREHEAD

APR 28 2015

Timing:



EPISODE # 1034-217

Production:

1034/217

1034/217

1034/217

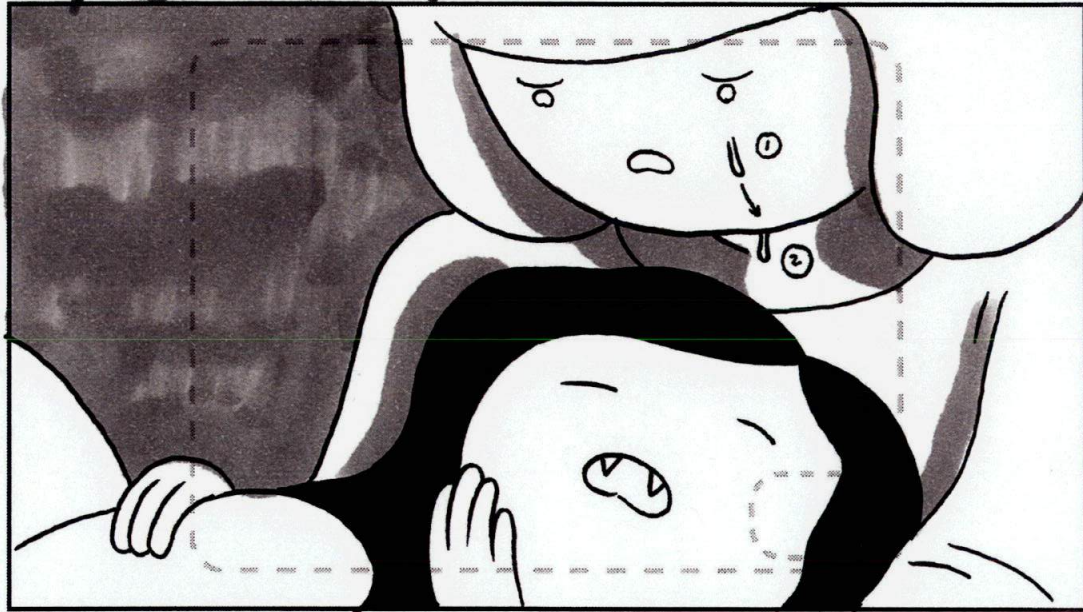
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ADVENTURE TIME

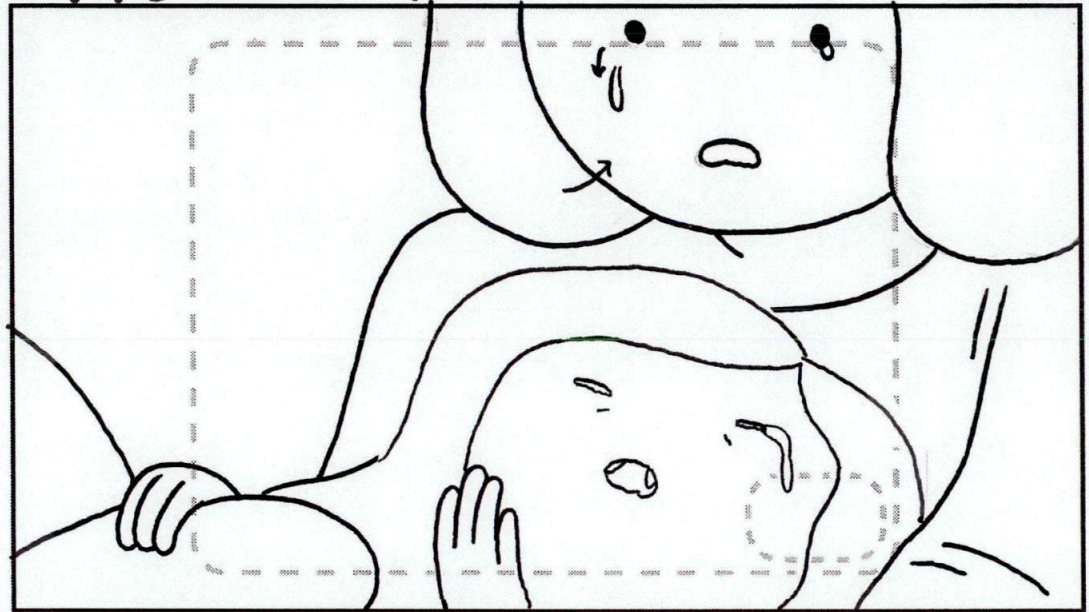


Page **237**

Sc. **178** Pnl. **A** Bg. day night



Sc. **178 cont** Pnl. **B** Bg. day night

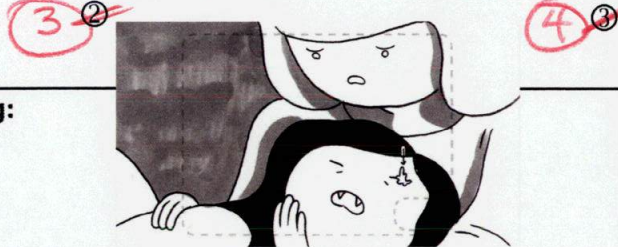


Dialog: MOON (os) / PIGS! PIGS!
(rattle rattle)

Sfx/ :CLICK CLICK:

Action: -CUT BACK TO CABINET.

Timing:



APR 28 2015

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EPISODE #

1034/217

Production:

1034/217

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ADVENTURE TIME

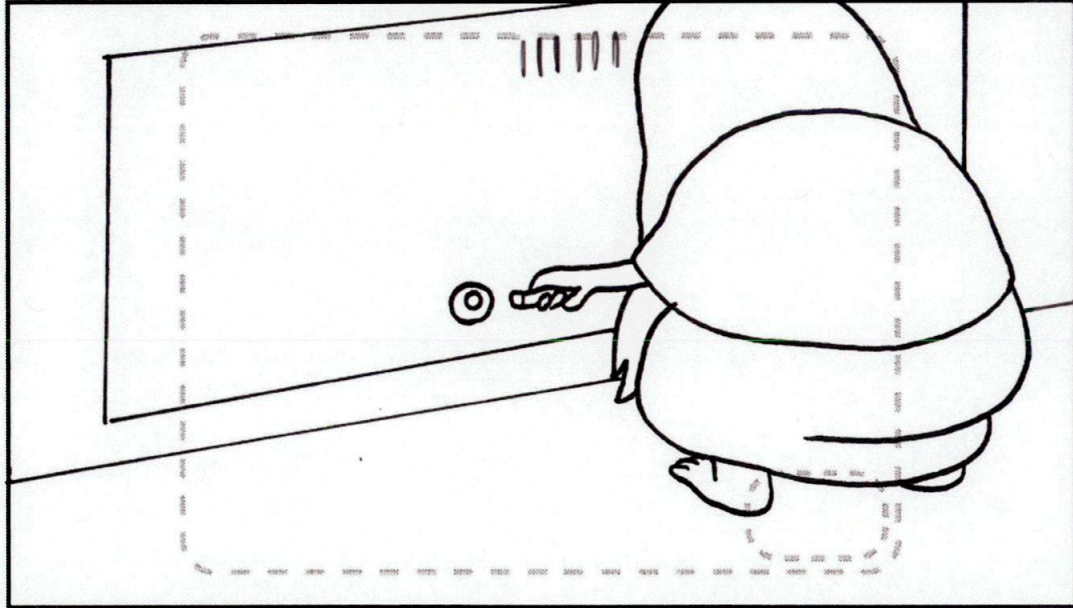


Sc. **179**

Pnl. **A**

Bg.

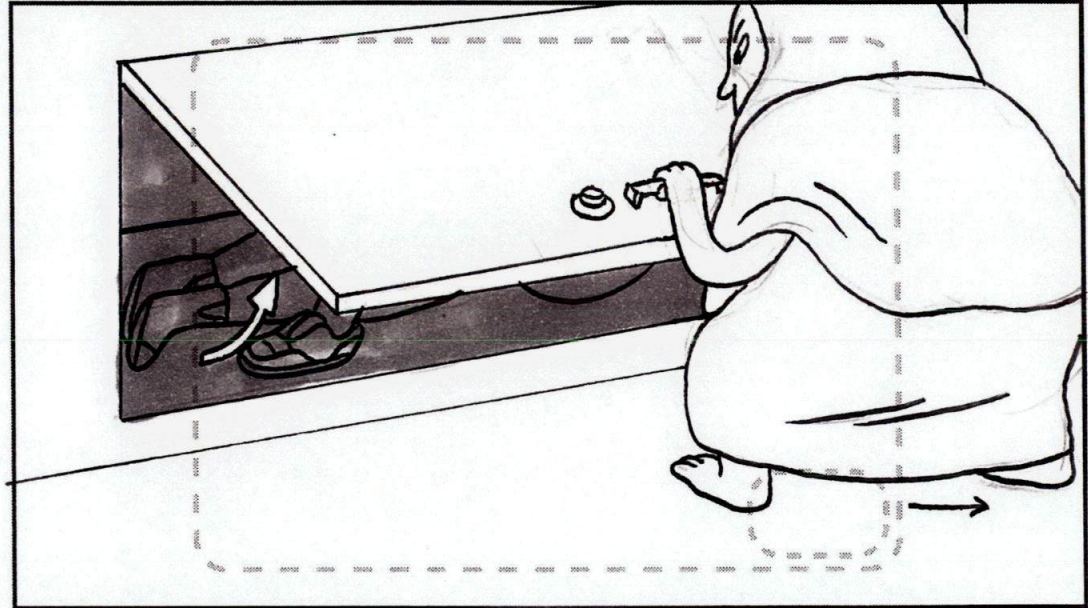
day night



Sc. **179cont** Pnl. **B**

Bg.

Page **230**
day night



Dialog:

MOON : Uh HEH HEH ...

Action:

- MOON PULLS OPEN UNLOCKED CABINET.
APR 28 2015

Timing:

EPISODE # 1034-217

Production:

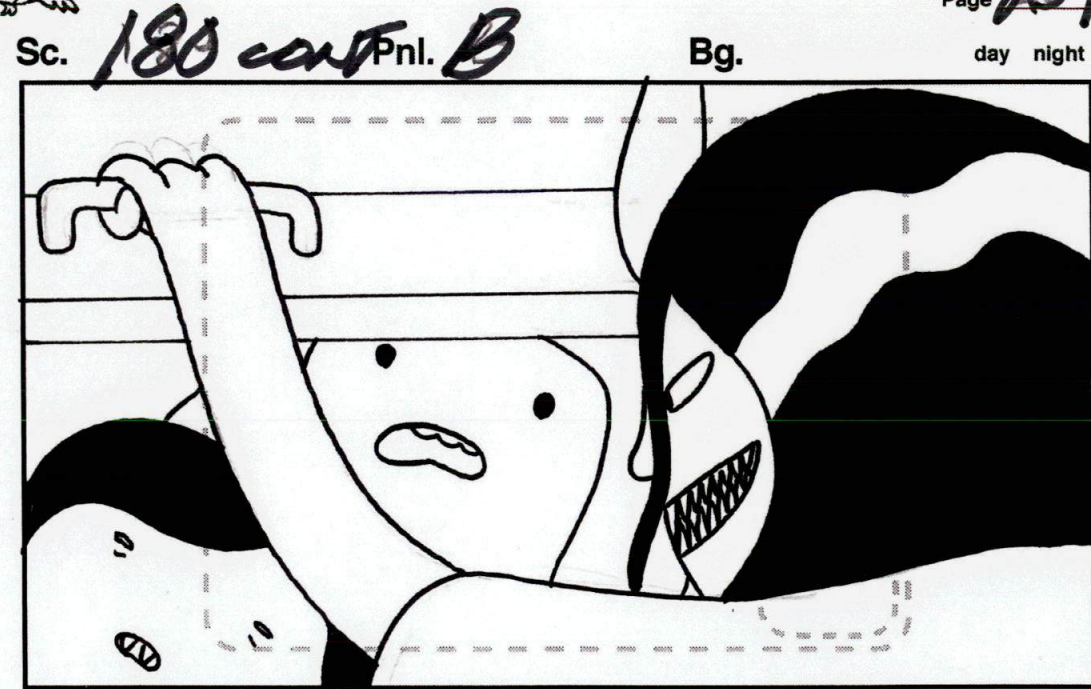
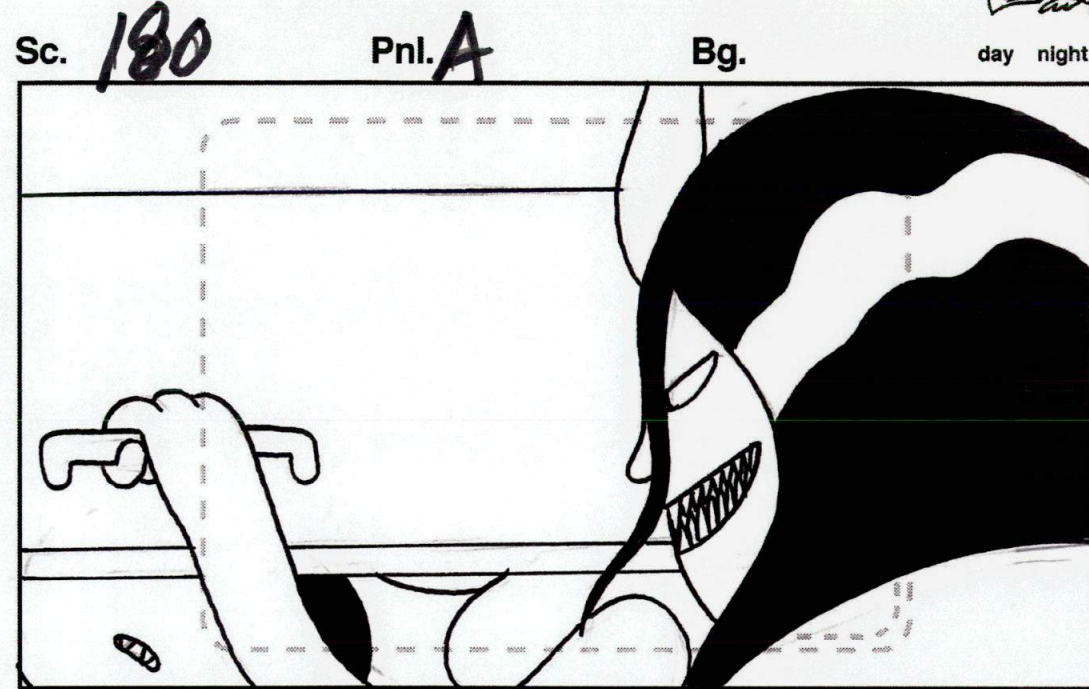
1034/217

1034/217

ADVENTURE TIME



Page **239**



Dialog:

Moon: Ha Ha Ha

PB/ Did you just yell "pigs" at the lock until it opened?

Action:

APR 28 2015

Timing:

1034-217

EPISODE #

1034/217

Production:

1034/217

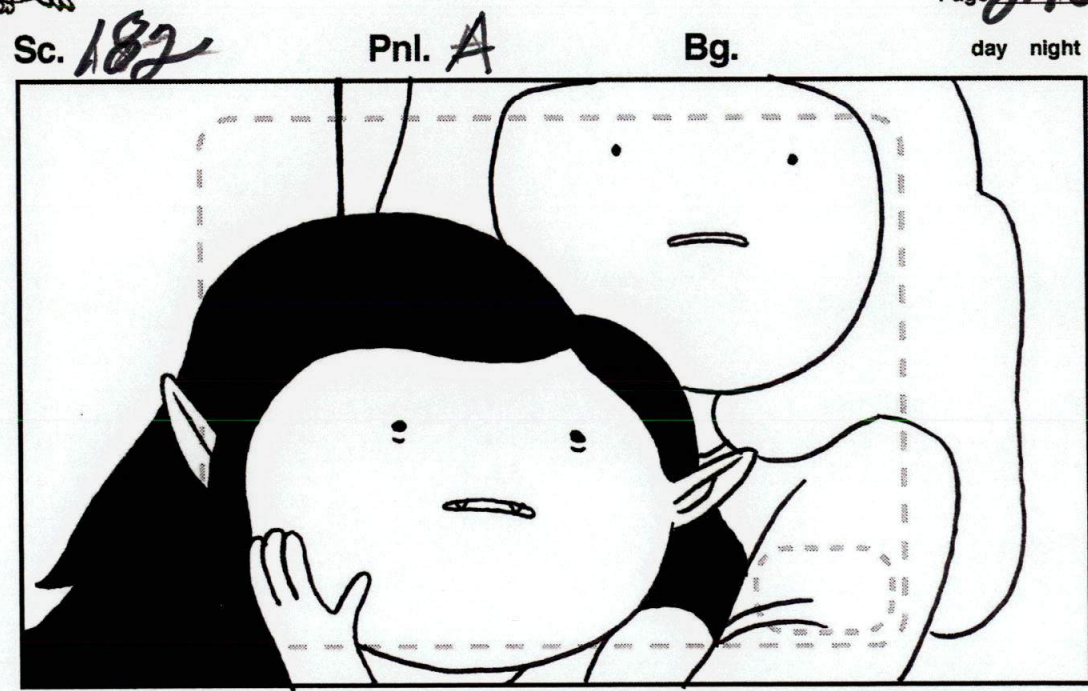
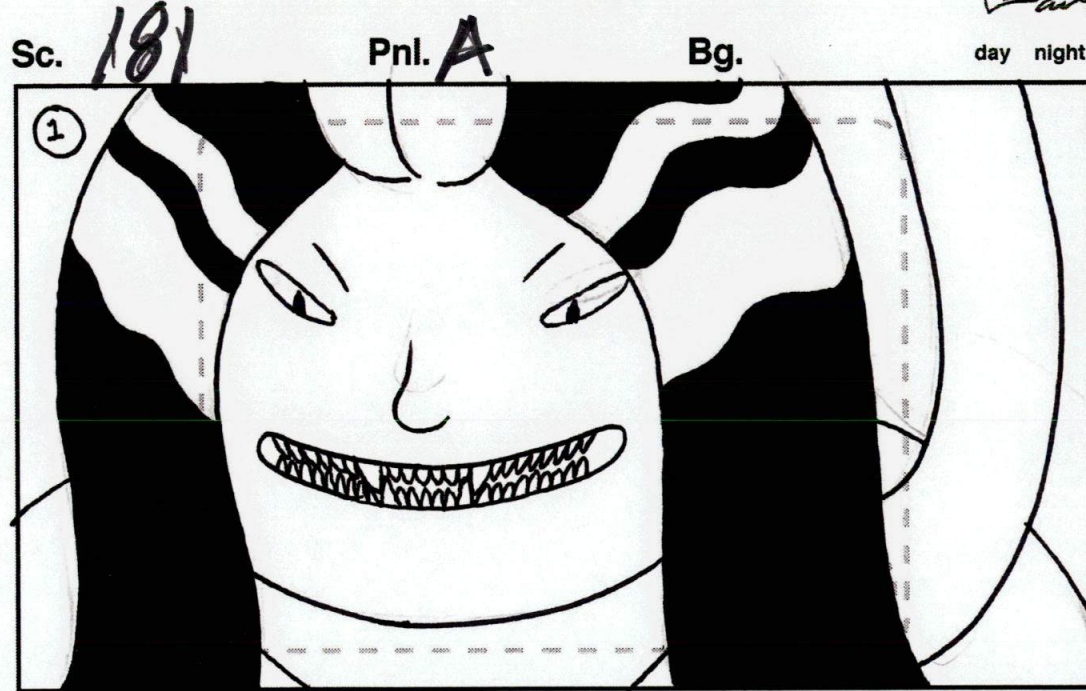
1034/217

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ADVENTURE TIME



Page 240
day night

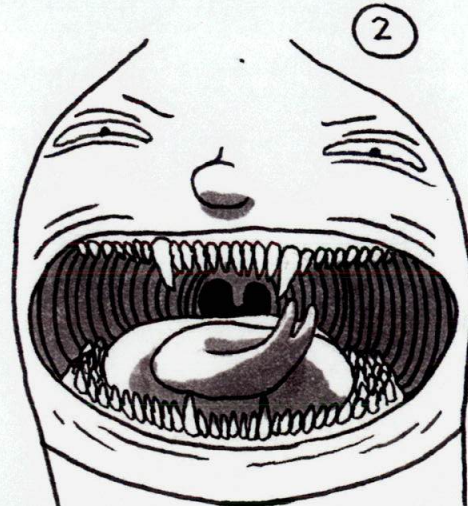


Dialog:

MOON/ YEEEEEEE
(LONG YES)

Action:

Timing:



start pose

APR 28 2015

1034-217

EPISODE #

1034/217

Production:

1034/217

1034/217

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ADVENTURE TIME

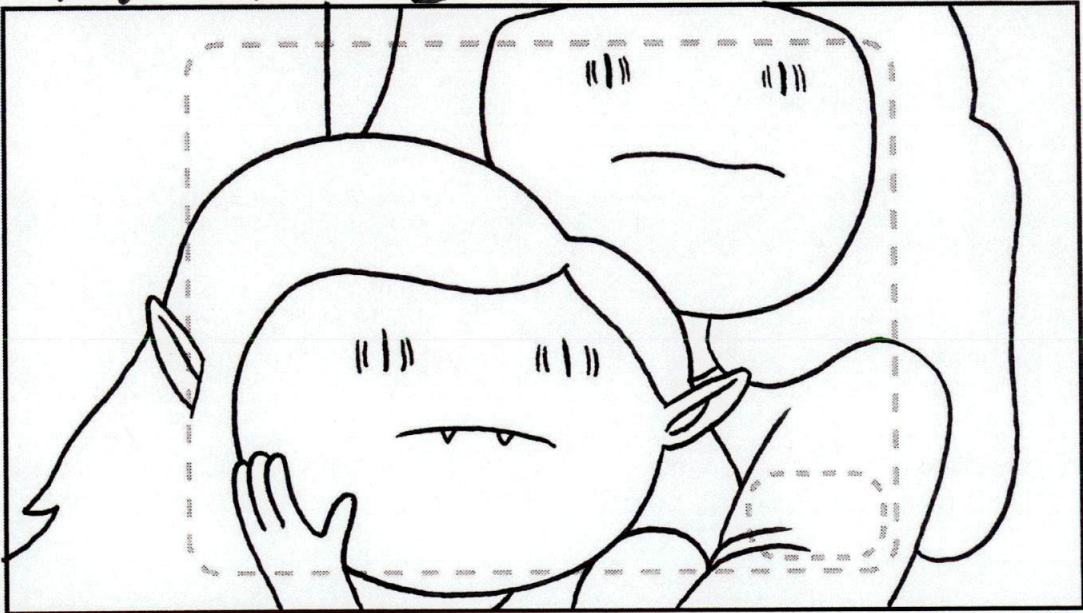


Page 244

Sc. 182 cont Pnl. B

Bg.

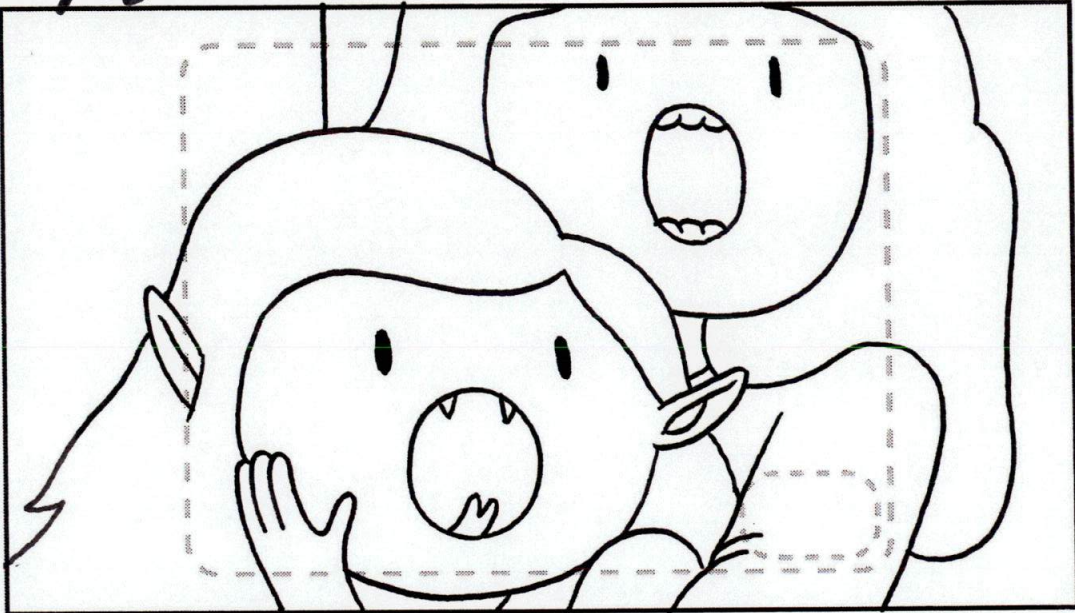
day night



Sc. 182 cont Pnl. C

Bg.

day night



Dialog:

sfx/ CHUNK

Marci+PB/ OH!!

Action:

Timing:

APR 28 2015

1034-217

EPISODE #

1034/217

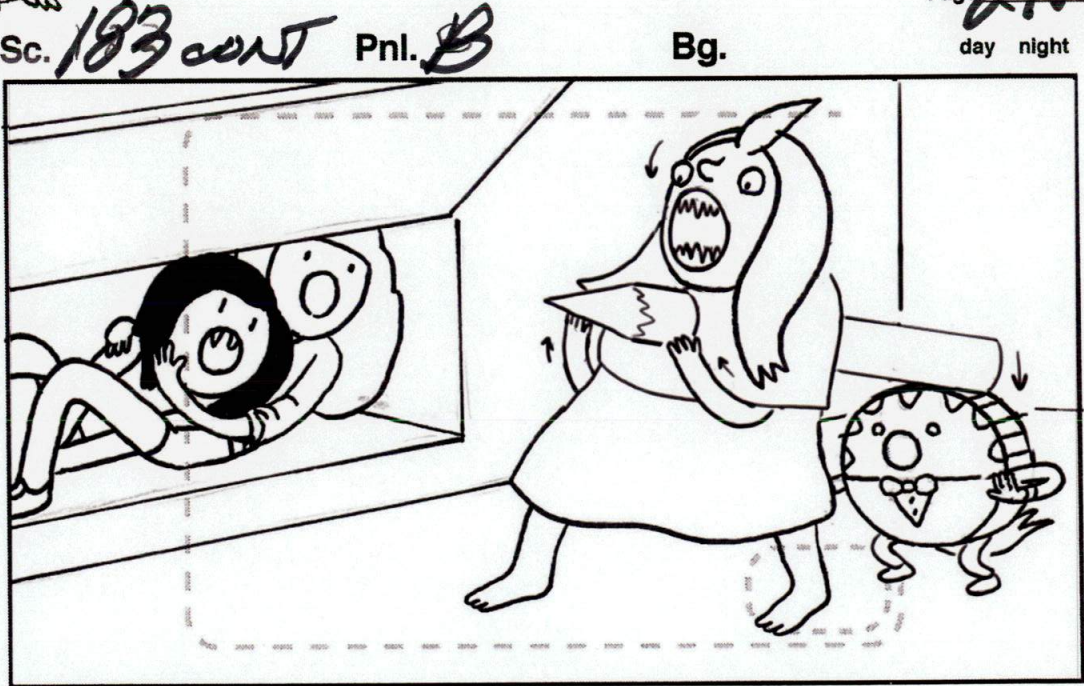
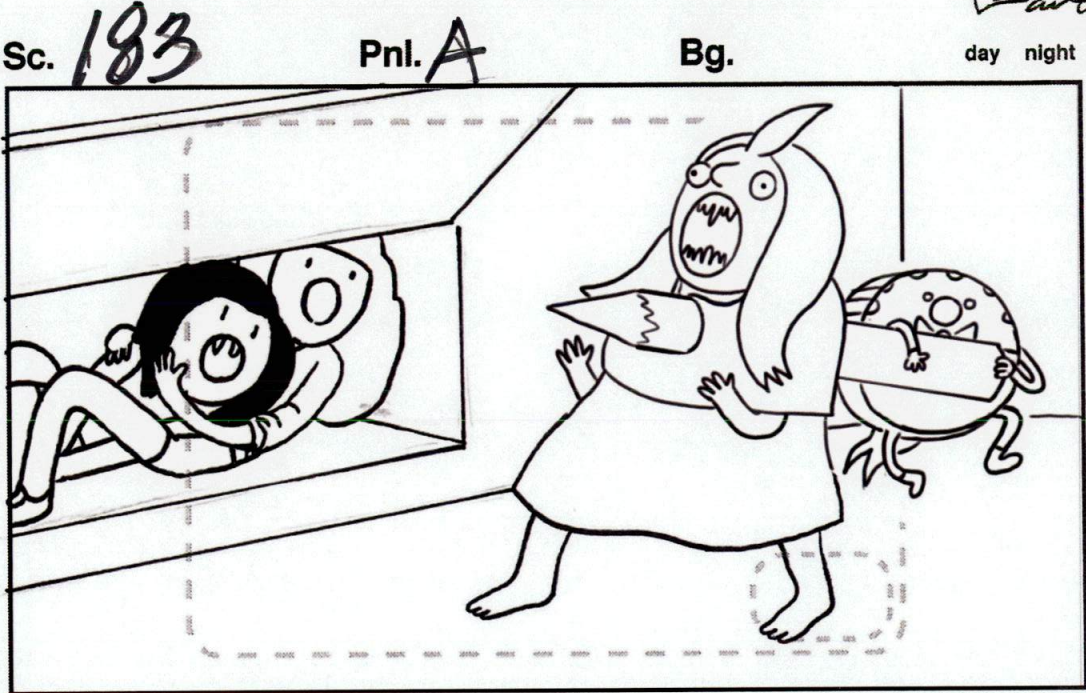
Production:

1034/217

1034/217

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ADVENTURE TIME



Dialog: **PButler/ IN -**

PBvt/ - YOUR

Action:

APR 28 2015

Timing:

EPISODE #

Production:

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1034/217

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ADVENTURE TIME

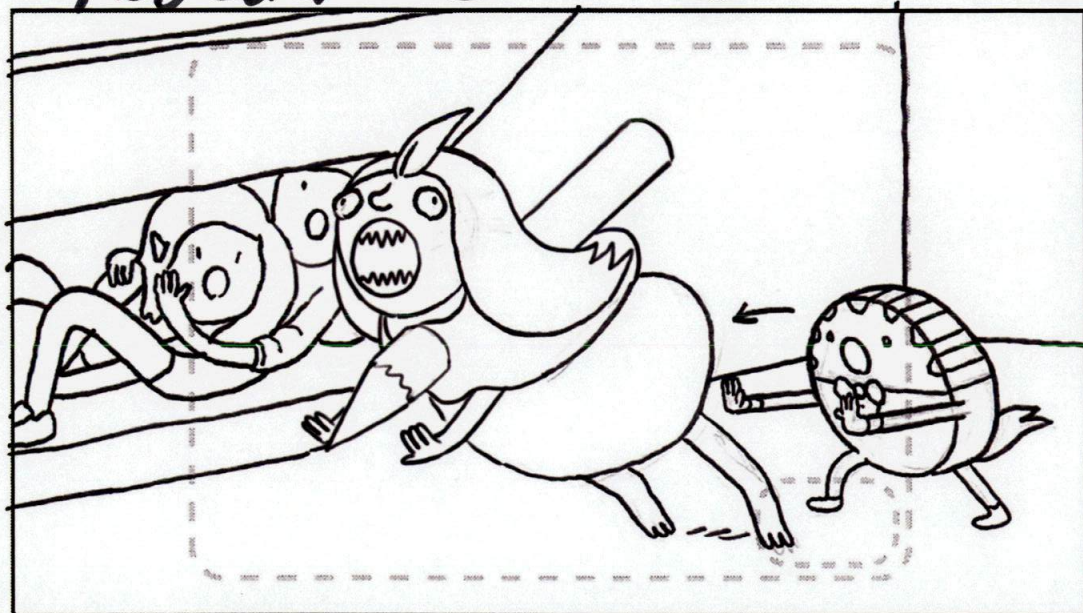


Page **243**
day night

Sc. **183 cont** Pnl. **C**

Bg.

day night

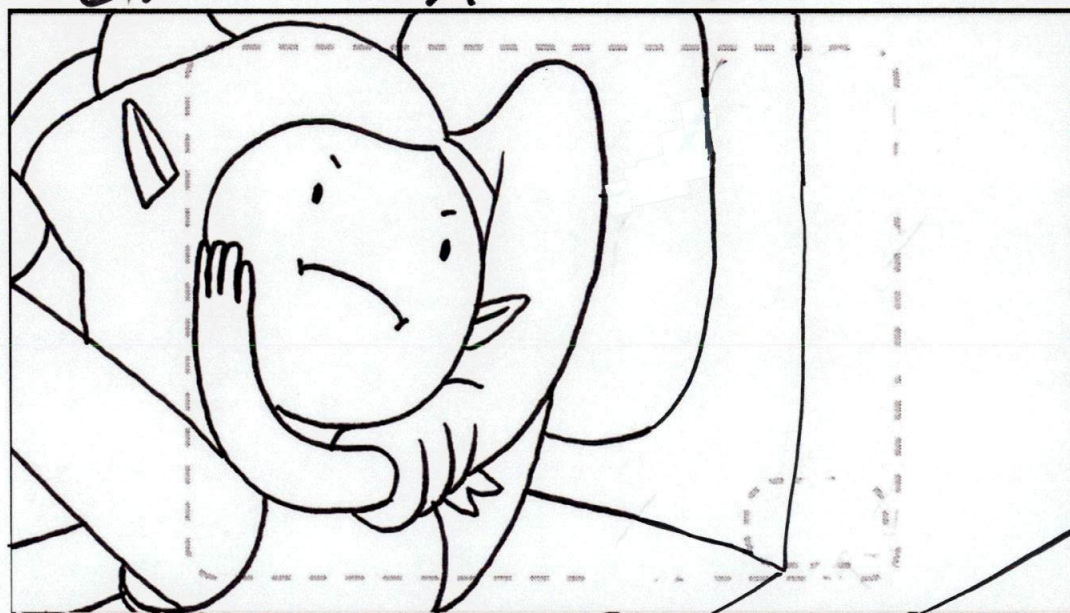


Sc. **184**

Pnl. **A**

Bg.

day night



Dialog:

Pep But / - FACE !

Action:

APR 28 2015

Timing:

EPISODE # 1034-217

Production:

1034/217

1034/217

ADVENTURE TIME

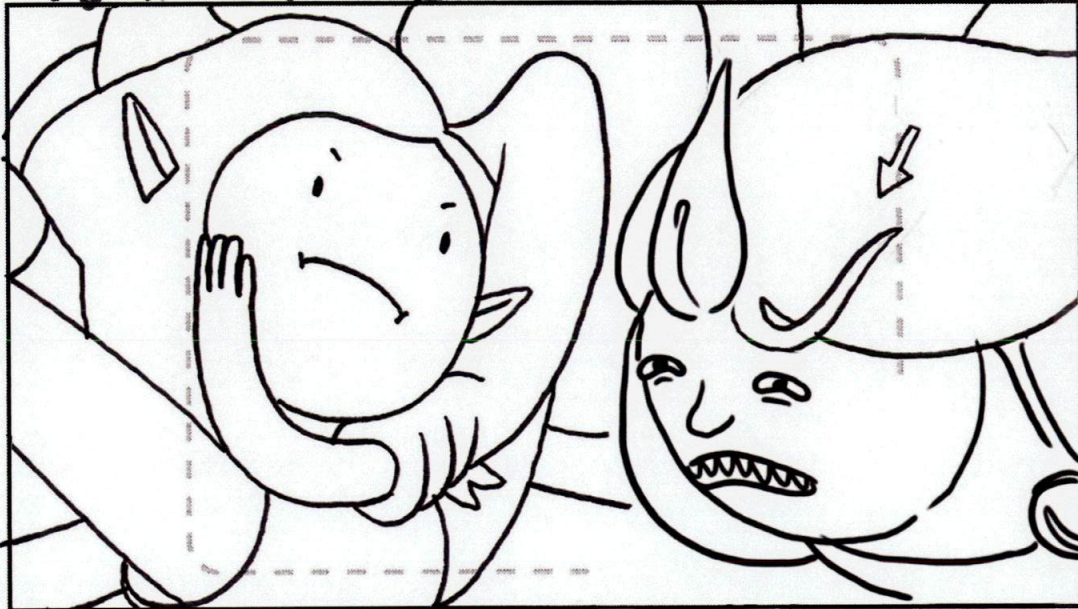


Page 244
day night

Sc. 184 cont Pnl. B

Bg.

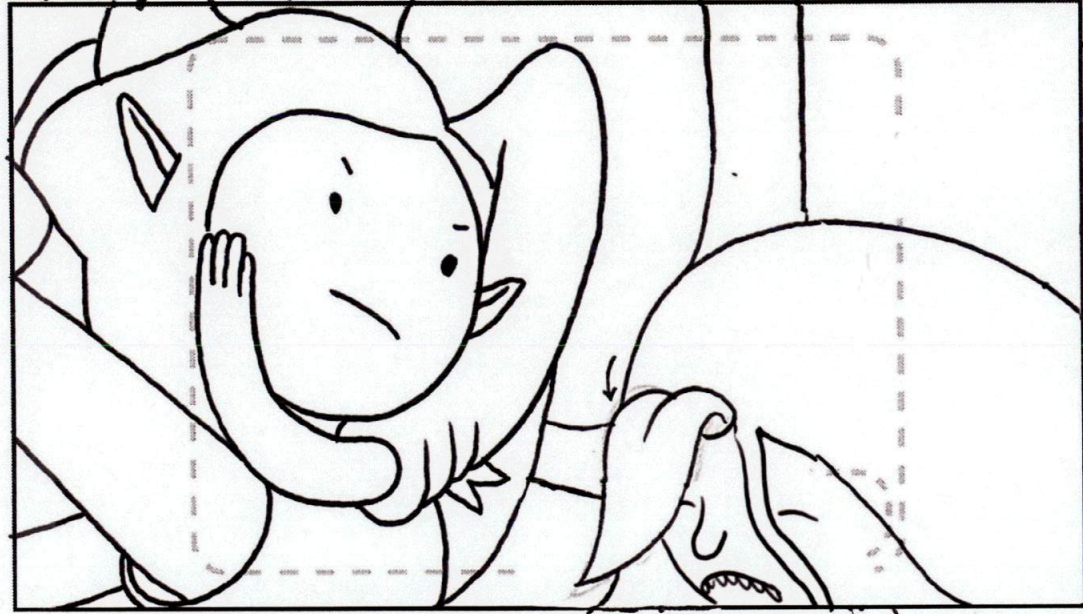
day night



Sc. 184 cont Pnl. C

Bg.

day night



Dialog:

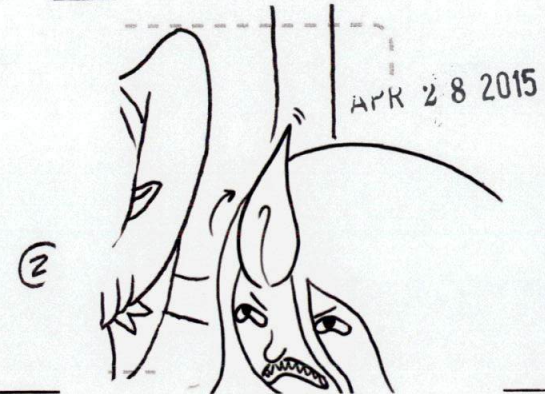
MOON/OOFF! ② OWCH!

PB: MARCI NOW!

Action:

-MOON FALLS QN/S.

Timing:



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EPISODE #

1034/217

Production:

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1034/217

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ADVENTURE TIME

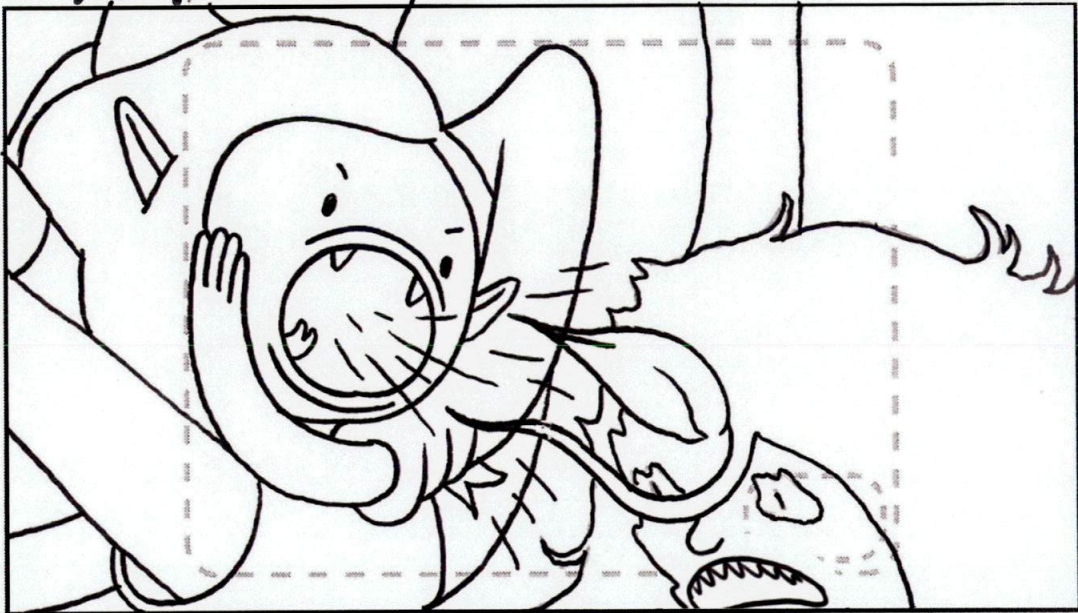


Page 245
day night

Sc. 184 CONT Pnl. D

Bg.

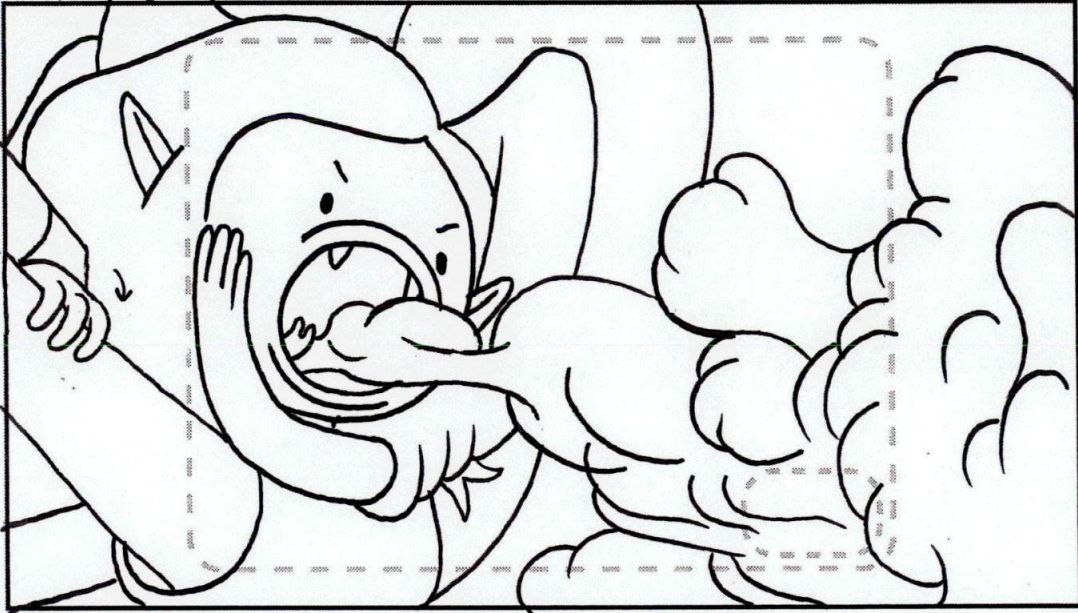
day night



Sc. 184 CONT Pnl. E

Bg.

day night



Dialog:

Marceline / SSSUUU ————— C C C K K

Action:

- MARCELINE USES SOUL-SUCKING POWERS.

GLITTER.
Moon explodes into smoke

APR 28 2015

Timing:

EPISODE #

Production:

1034-217

1034/217

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1034/217

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ADVENTURE TIME

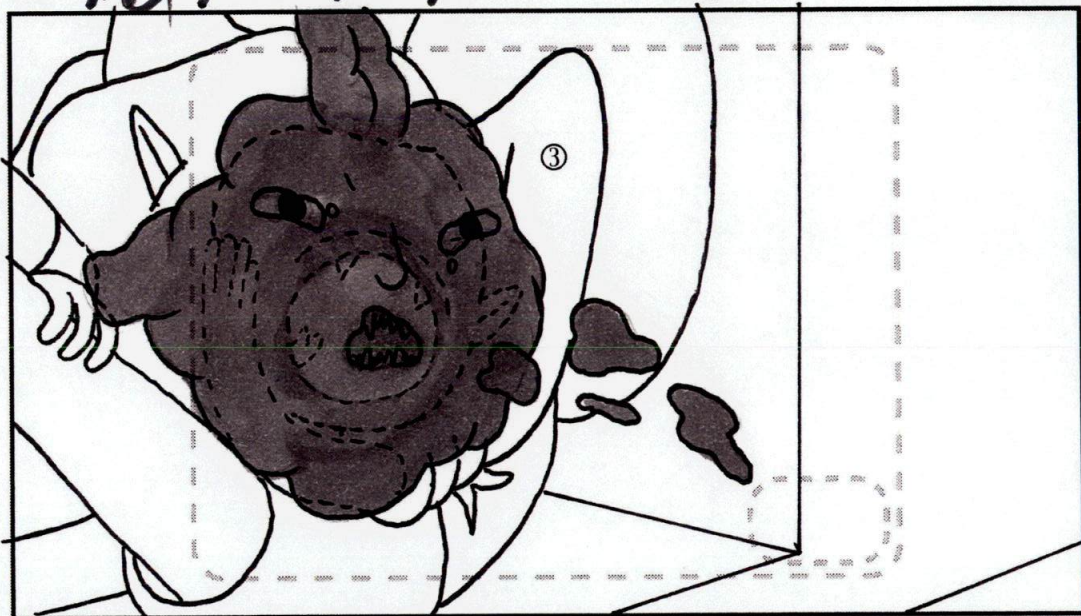


Page 246
246A NEXT
day night

Sc. 184 cont Pnl. F

Bg.

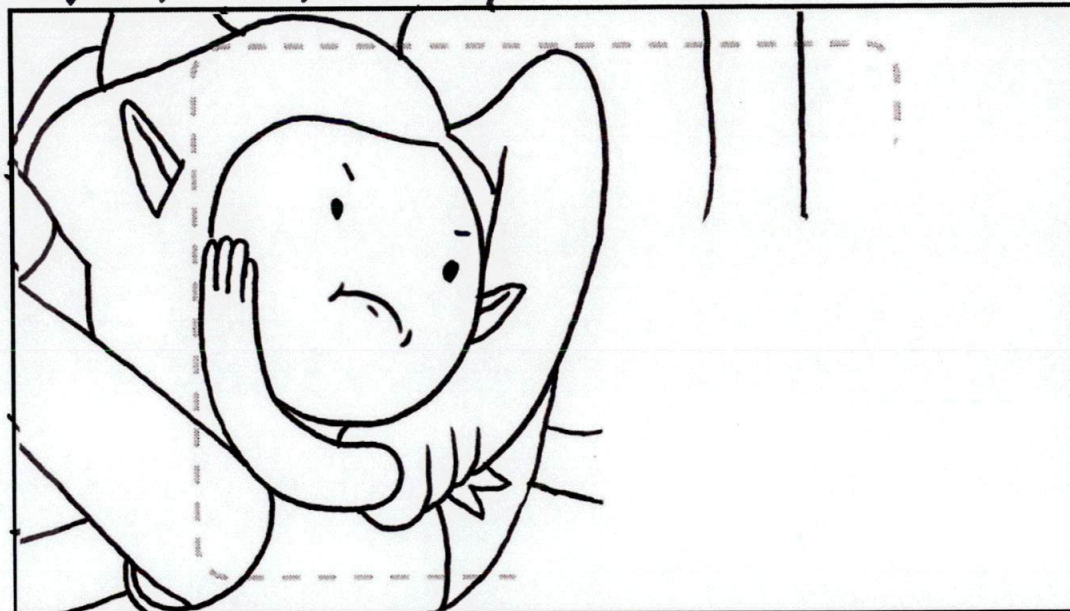
day night



Sc. 184 cont Pnl. G

Bg.

day night



Dialog:

sfx: screeching sounds

Action:

- MARCELINE ABSORBS HEALING POWERS.

- MARCELINE HEALS INSTANTLY

APR 28 2015

Timing:



EPISODE #

1034-217

1034/217

Production:

1034/217

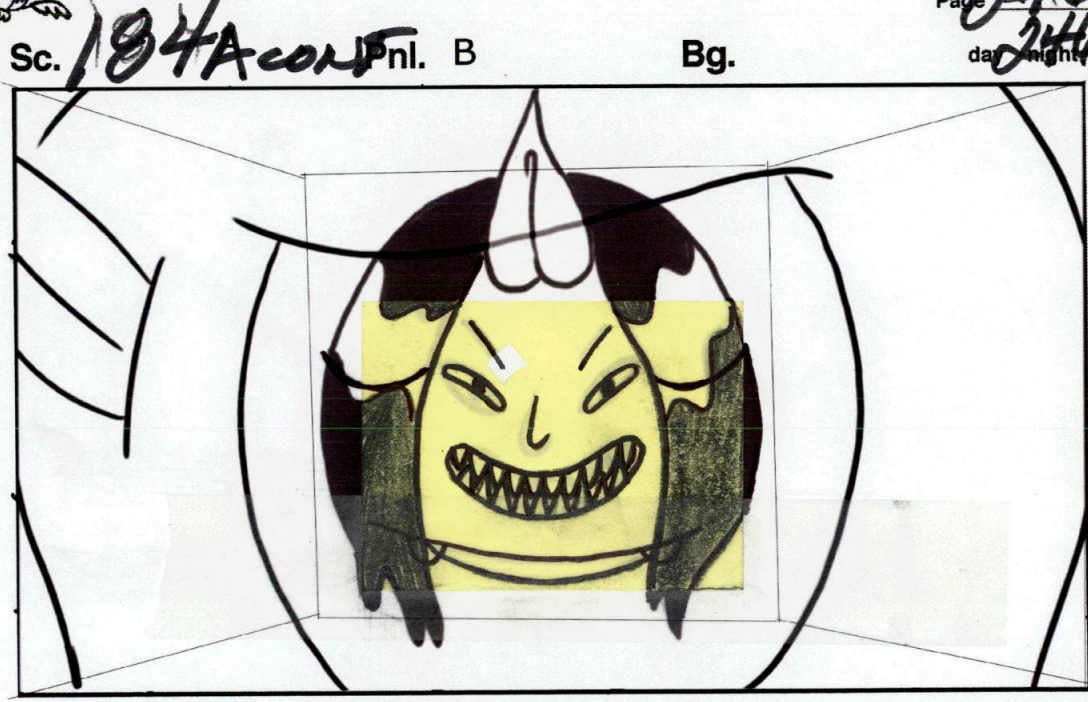
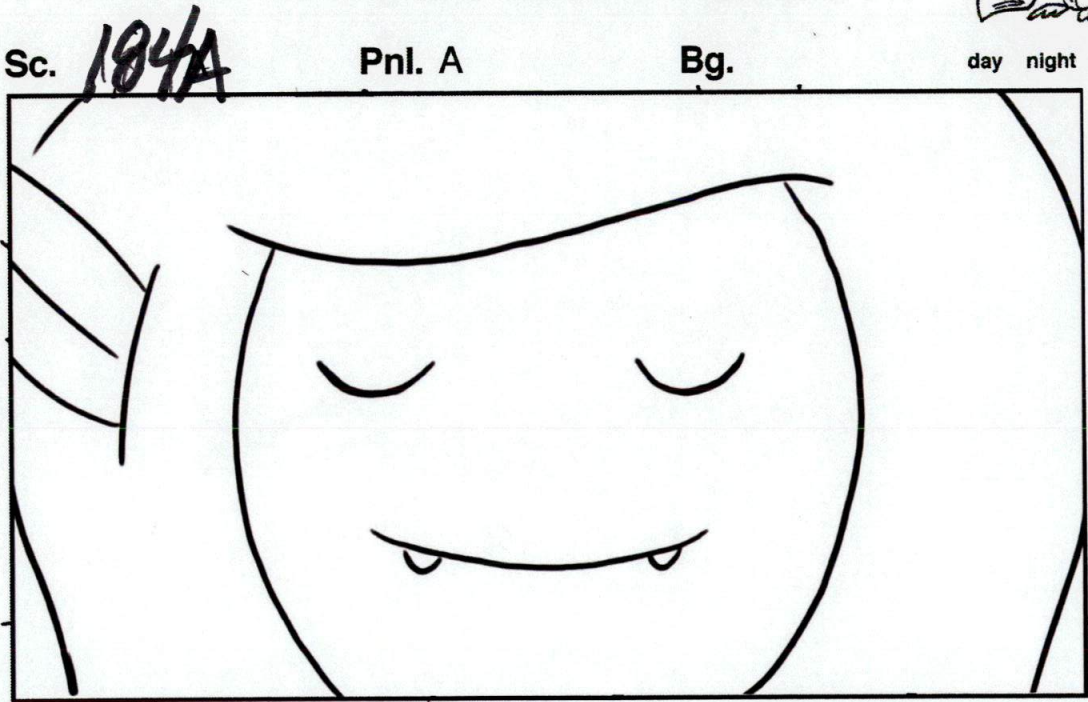
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1034/217

ADVENTURE TIME



Page 246 A
246 B NEXT
day night



Dialog:	Moon: Heh heh heh
Action:	Moon's face zooms in, then fades out
Timing:	

APR 2-8 2015

EPISODE #
1034-217

1034/217

Production:

1034/217

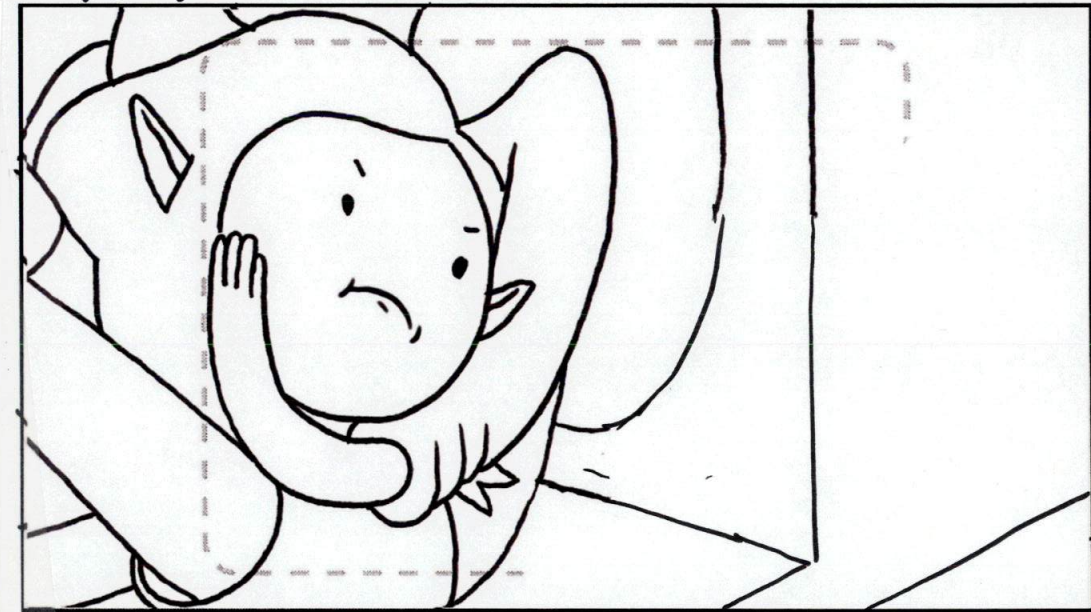
ADVENTURE TIME



Sc. 184B Pnl. A Bg. day night



Sc. 184C Pnl. A Bg. day night



Dialog:

sfx: sizzling sound

Action: - MARCELINE HEALS INSTANTLY

Timing:



APR 28 2015

Production:

EPISODE #

1034-217

1034/217

Page 246B
246C NEXT

1034/217

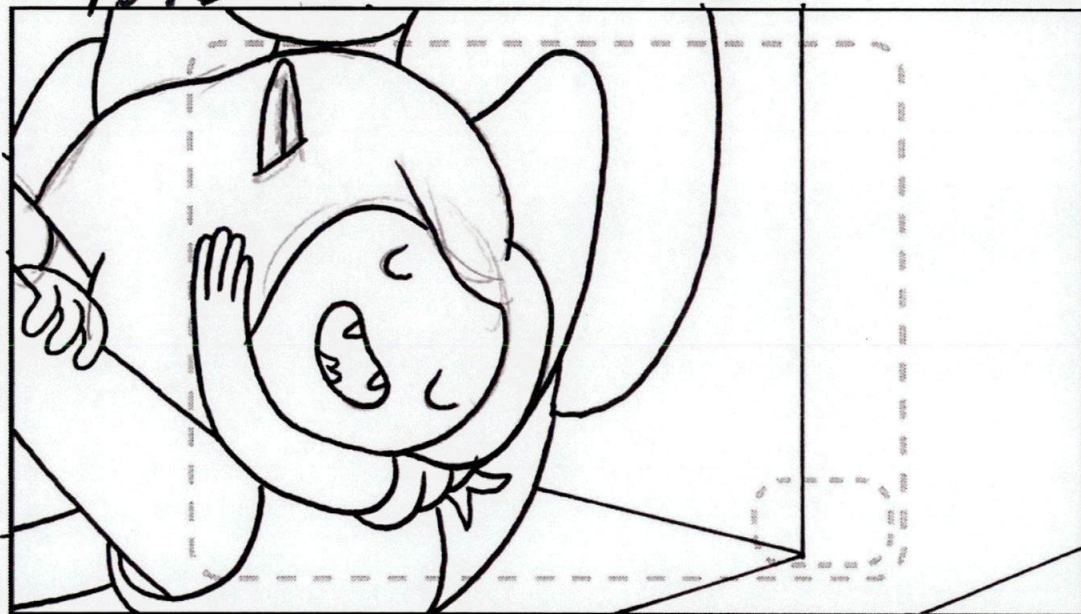
ADVENTURE TIME



Sc. **184C cont** Pnl. B

Bg.

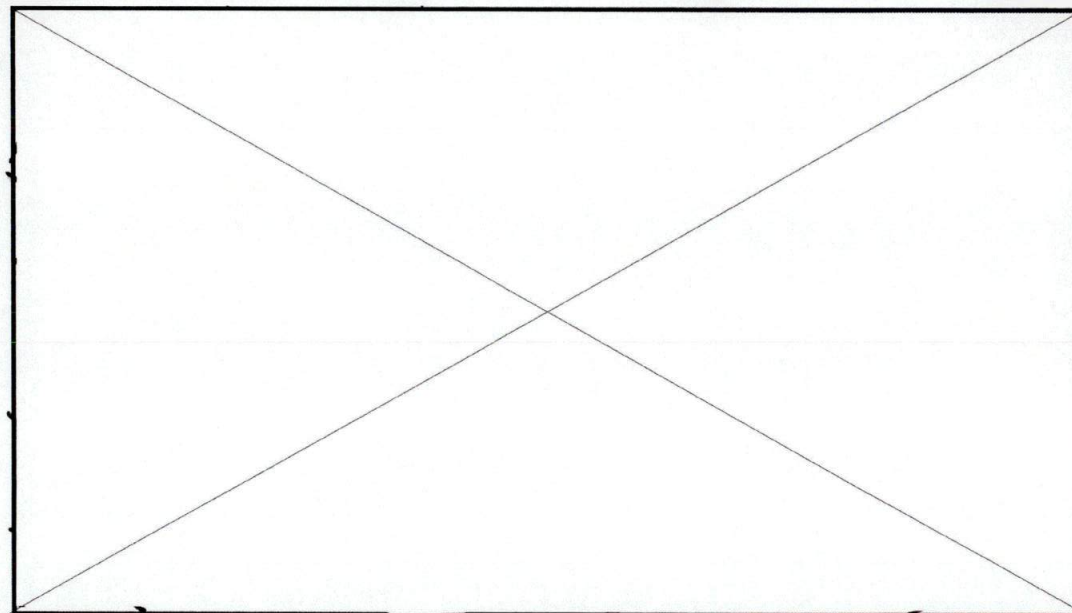
day night



Sc.

Pnl.

Bg.



Page **246C**
day **247 NEXT**

Dialog:

Marceline / AHH !!

Action:

Timing:

APR 28 2015

EPISODE #

1034-217

Production:

1034/217

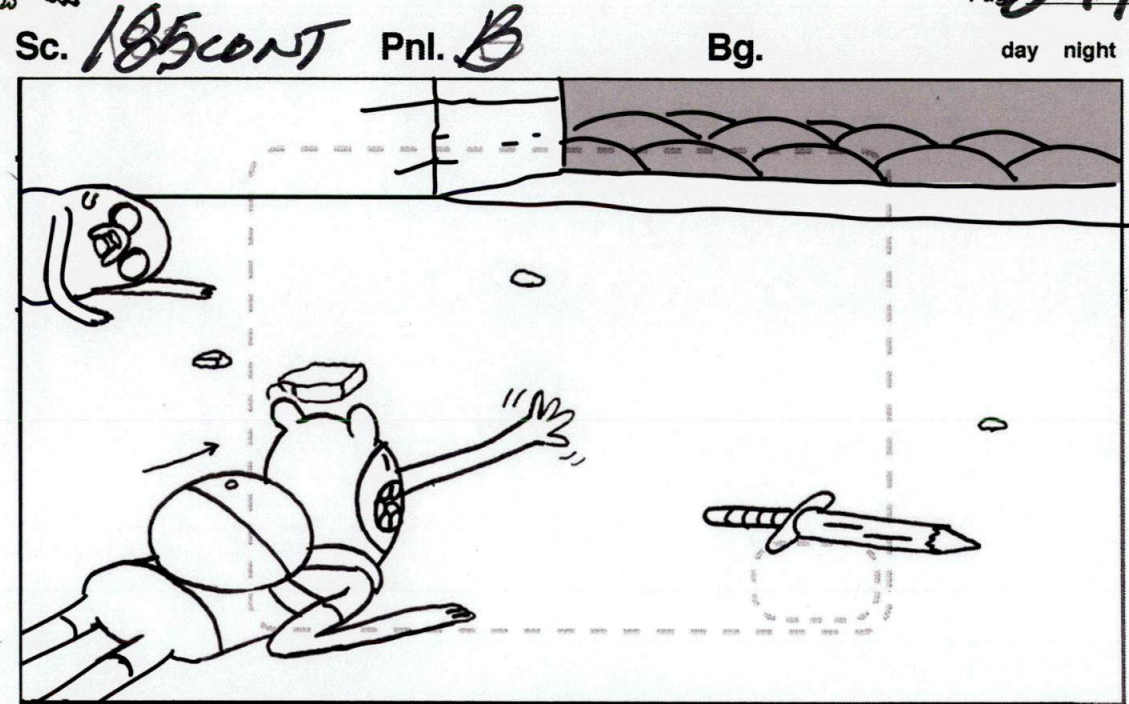
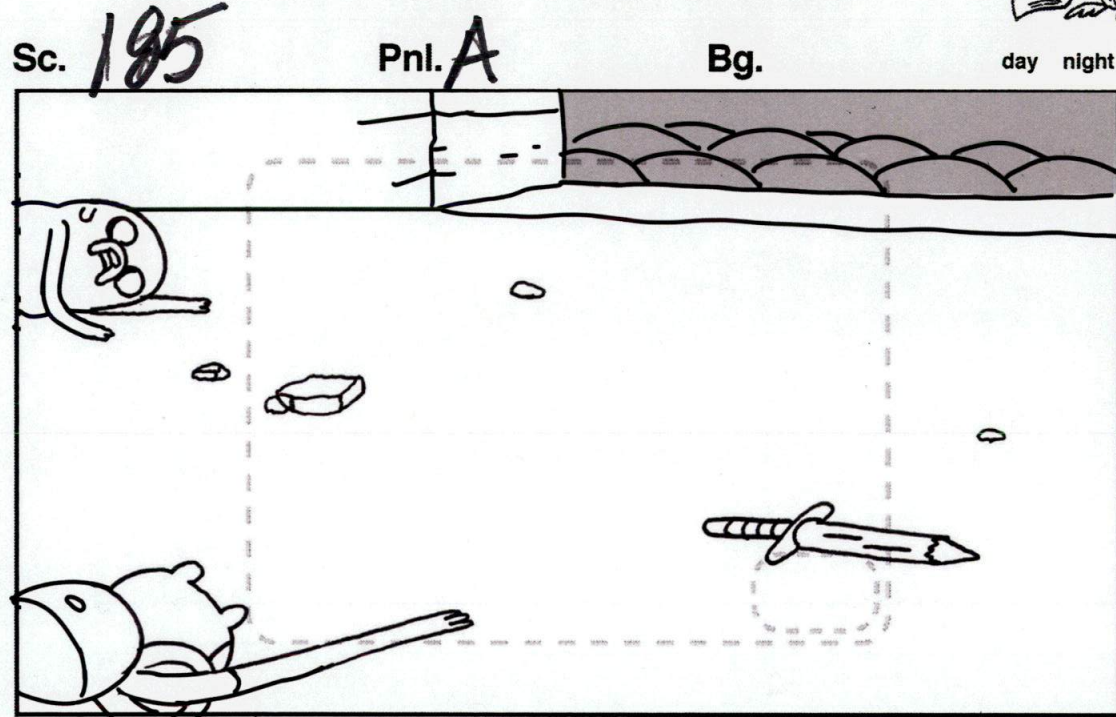
1034/217

1034/217

ADVENTURE TIME



Page **247**
day night



Dialog:	<u>Finn</u> HUNNG → <u>Jake</u> / Finn.
Action:	-FINN REACHES FOR STAKE SWORD.
Timing:	APR 28 2015

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EPISODE #

1034/217

Production:

1034/217

1034/217

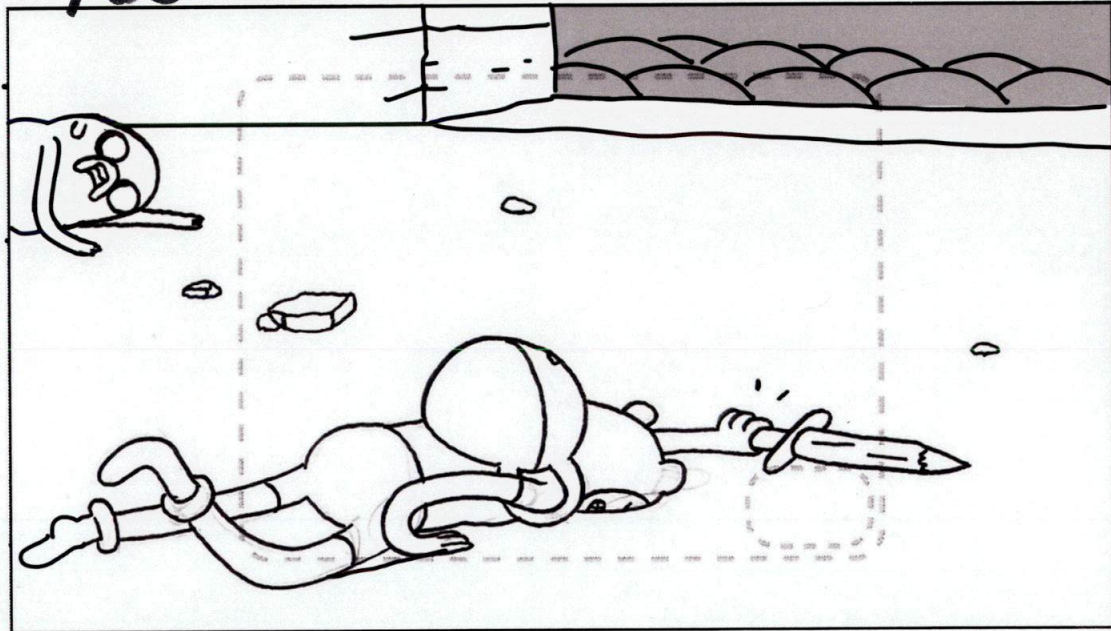
ADVENTURE TIME



Sc. 185 CONT Pnl. C

Bg.

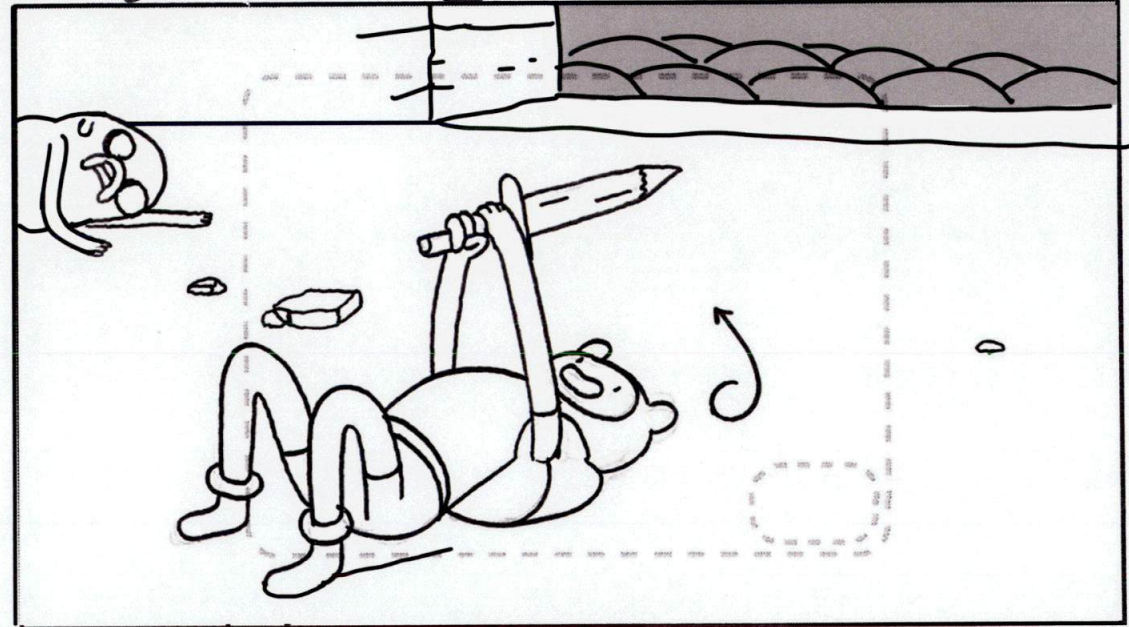
day night



Sc. 185 CONT Pnl. D

Bg.

day night



Page 248

Dialog:

F/ UNH!

Finn/ YES HAHA!

Action:

-F. GRABS SWORD

-F. TURNS AROUND,

Timing:

APR 28 2015

EPISODE #

1034-217

1034/217

Production:

1034/217

1034/217

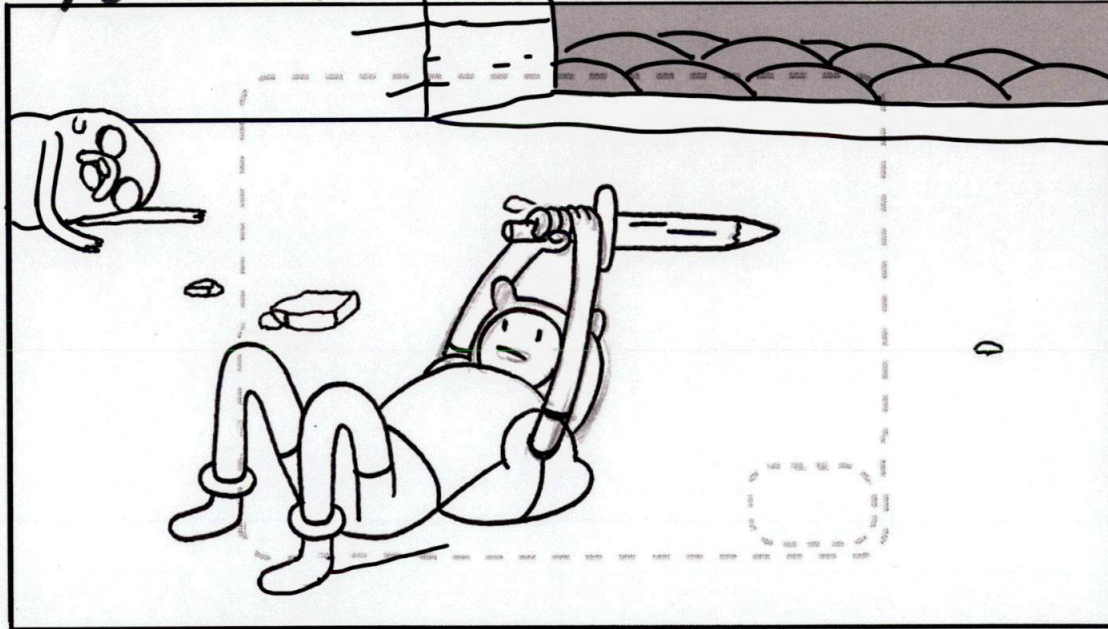
ADVENTURE TIME



Sc. 185 CONT Pnl. E

Bg.

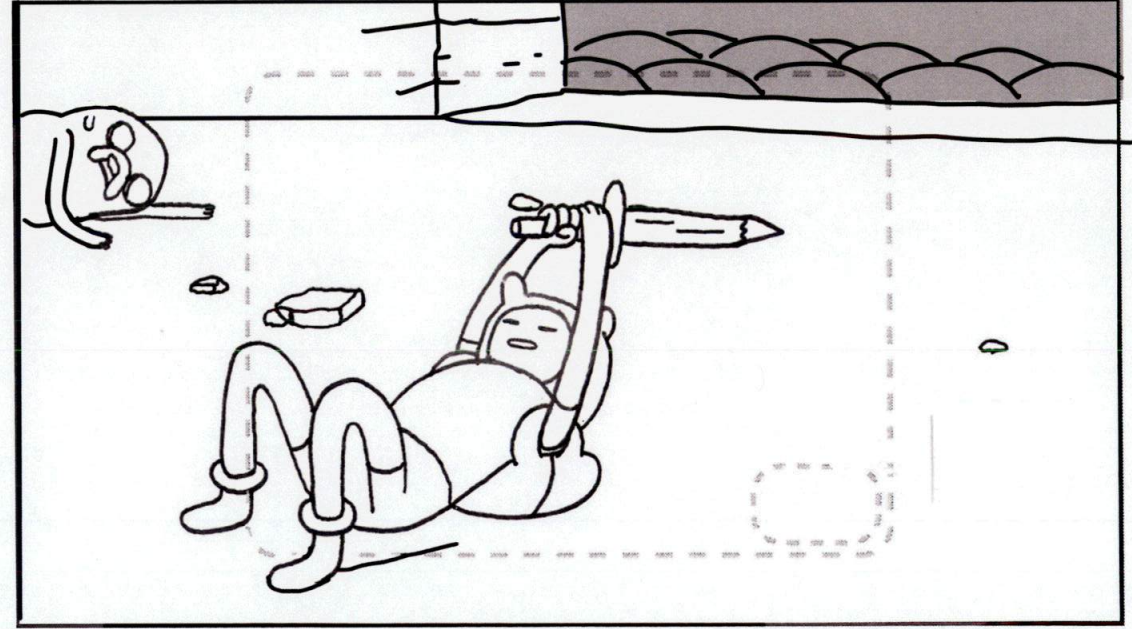
day night



Sc. 185 CONT Pnl. F

Bg.

day night



Dialog:

Take/ Finn she's dead.

F/ Oh thank Glob.

Action:

Timing:

APR 2-8 2015

EPISODE #

1034-217

1034/217

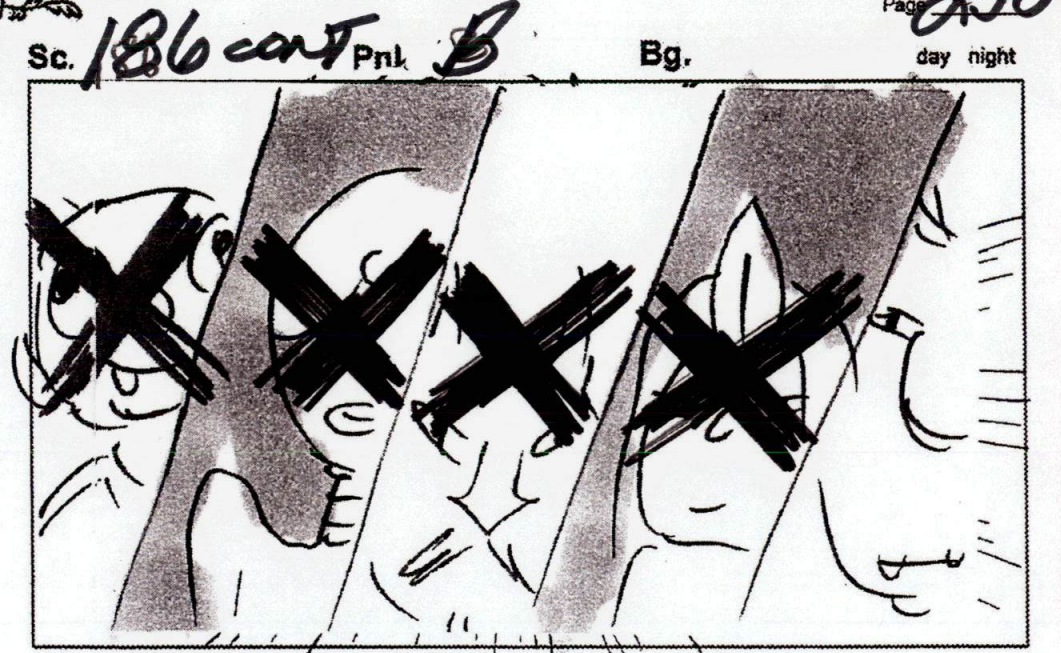
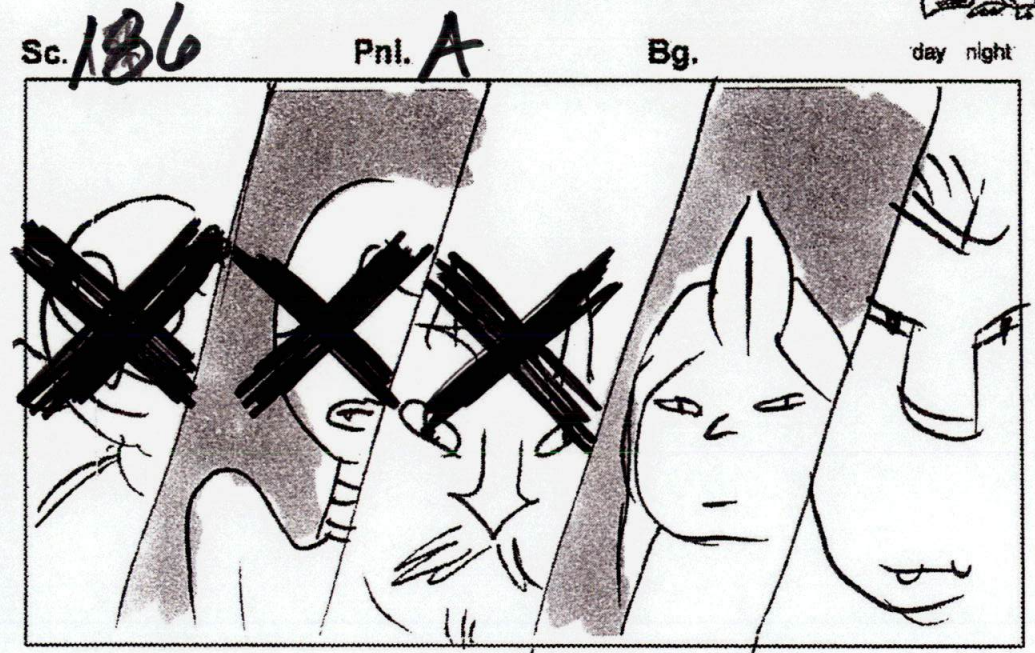
Production:

1034/217

1034/217

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ADVENTURE TIME



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Dialog:	<p><i>ADD IN POST</i></p> <p>(SFX:) BAM!</p>
Action:	<p>-X APPEARS OVER THE MOON.</p>
Timing:	<p>(END!)</p> <p>APR 28 2015</p>

END

EPISODE #

1034-217

Production :

1034/217

1034/217

1034/217

ADVENTURE TIME



Sc. 187

Pnl. A

Bg.

day night

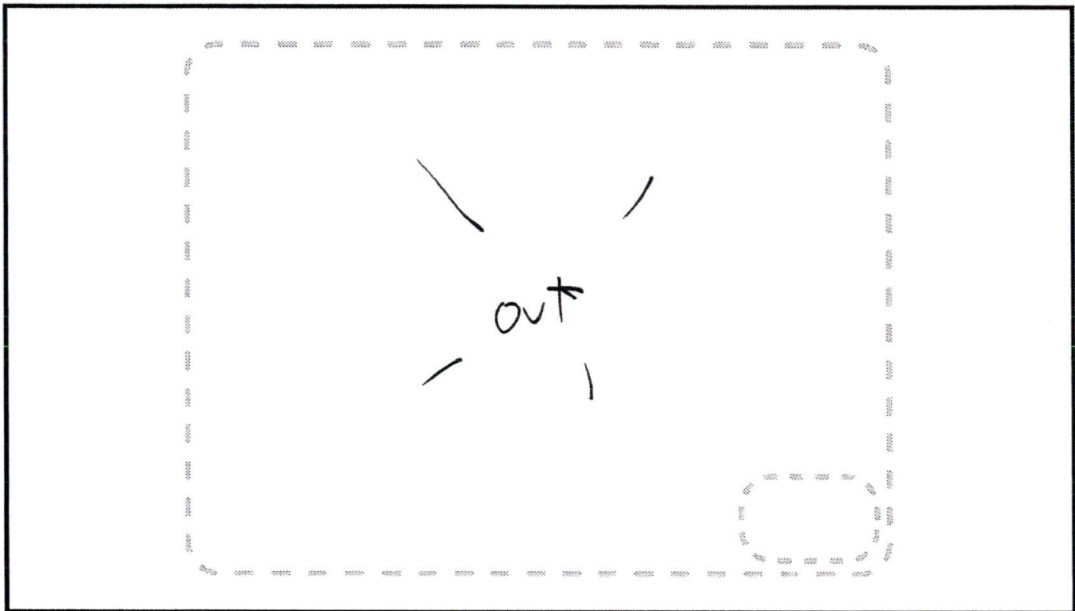


Sc.

Pnl.

Bg.

day night



Dialog: MOON / [laughter]

Action:

APR 28 2015

Timing:

Int. Alt. for sc 135

1034-217

EPISODE #

1034/217

Production:

1034/217

ADVENTURE TIME

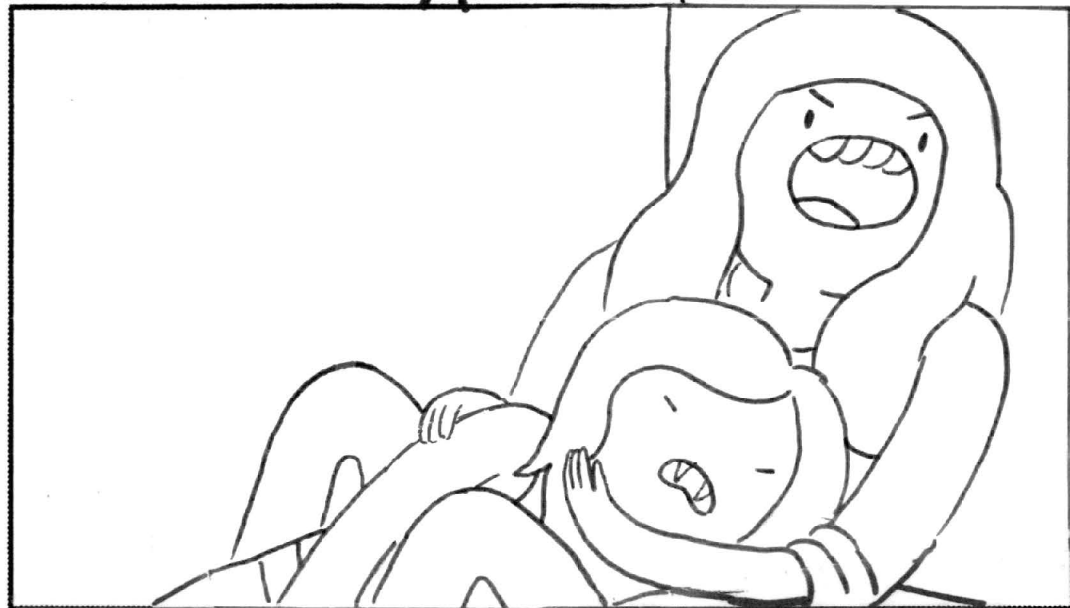


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Sc. 188

Pnl. A

Bg.

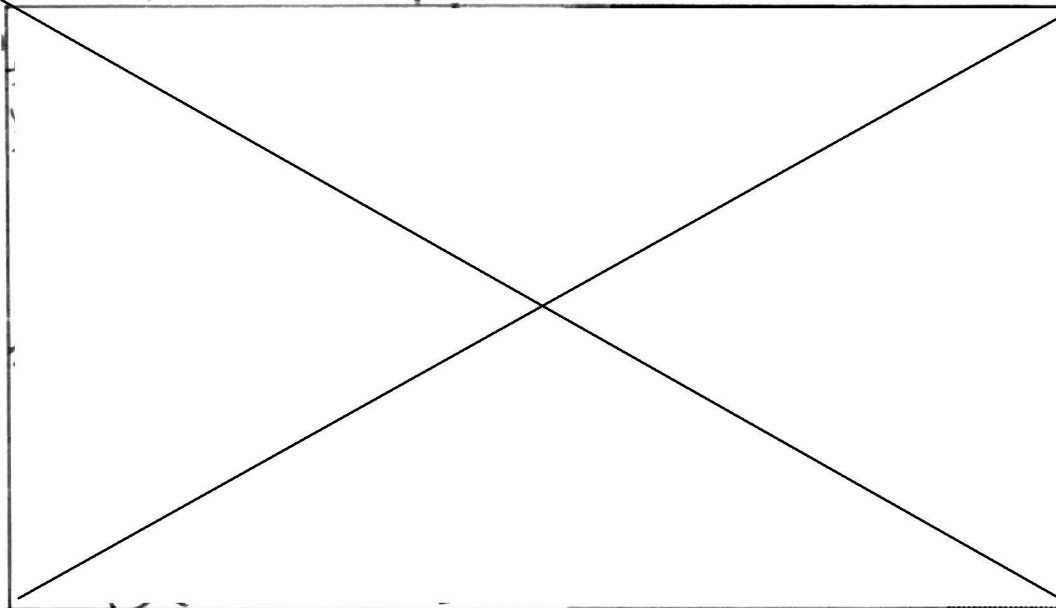


Sc.

Pnl.

Bg.

day night



Dialog:

PB/ It's locked dim-bulb!

Action:

sfx/(jiggle jiggle)

Timing:

Int. Alt. for sc160

EPISODE #

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Production:

1034/217